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Unique solved — Junz LJJ

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

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

Filters: none

Count: 2,371

- 1.**
2113A
[Shashliks](#) · [Tutorial](#)
Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Junz LJJ's solution](#)
- 2.**
2111A
[Energy Crystals](#) · [Tutorial](#)
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[Junz LJJ's solution](#)
- 3.**
2118A
[Equal Subsequences](#) · [Tutorial](#)
Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Junz LJJ's solution](#)
- 4.**
2117B
[Shrink](#) · [Tutorial](#)
Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[Junz LJJ's solution](#)
- 5.**
2117A
[False Alarm](#) · [Tutorial](#)
Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[Junz LJJ's solution](#)
- 6.**
2110A
[Fashionable Array](#) · [Tutorial](#)
Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
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- 7.**
2114A
[Square Year](#) · [Tutorial](#)
Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
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- 8.**
2107A
[LRC and VIP](#) · [Tutorial](#)
Quality: 22,206 global accepts · Rating: 800 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory
[Junz LJJ's solution](#)
- 9.**
2109A
[It's Time To Duel](#) · [Tutorial](#)
Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
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10.

2104A

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Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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11.

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,362 global accepts · Rating: 800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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12.

2103A

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13.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

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14.

2092A

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15.

2086A

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16.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

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17.

2094A

[Trippi Troppi](#) · [Tutorial](#)

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18.

2093A

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19.

2091B

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20.

2091A

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[Junz_LJL's solution](#)

21.

2090A

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[Junz_LJL's solution](#)

22.

2075A

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23.

2070A

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Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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24.

2074B

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25.

2074A

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[Junz_LJL's solution](#)

26.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,300 global accepts · Rating: 800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Junz_LJL's solution](#)

27.

2071A

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

Quality: 27,841 global accepts · Rating: 800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

28.

2072A

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

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

29.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Junz_LJL's solution](#)

30.

2065B

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

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Junz_LJL's solution](#)

31.

2065A

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

Quality: 55,643 global accepts · Rating: 800 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, strings

[Junz_LJL's solution](#)

32.

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

33.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Junz_LJL's solution](#)

34.

2061A

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

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[Junz_LJL's solution](#)

35.

2059A

[Milya and Two Arrays](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

36.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,695 global accepts · Rating: 800 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Junz_LJL's solution](#)

37.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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38.

2060A

[Fibonacciness](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

39.

2056A

[Shape Perimeter](#) · [Tutorial](#)

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40.

2053A

[Tender Carpenter](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

41.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

42.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

43.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,131 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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44.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,769 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

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45.

2051A

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Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

46.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

47.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

48.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

49.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math

[Junz_LJL's solution](#)

50.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

51.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

52.

2039A

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Quality: 18,125 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Junz_LJL's solution](#)

53.

2037B

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

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

54.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

55.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Junz_LJL's solution](#)

56.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

57.

2036B

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58.

2036A

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59.

2032A

[Circuit](#) · [Tutorial](#)

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60.

2027A

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61.

2035A

[Sliding](#) · [Tutorial](#)

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62.

2033A

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[Junz_LJL's solution](#)

63.

2024A

[Profitable Interest Rate](#) · [Tutorial](#)

Quality: 23,017 global accepts · Rating: 800 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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64.

2030B

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65.

2030A

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66.

2025A

[Two Screens](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

67.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

[Junz_LJL's solution](#)

68.

2020A

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Quality: 25,944 global accepts · Rating: 800 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

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69.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,136 global accepts · Rating: 800 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

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70.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

71.

2013A

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Quality: 31,232 global accepts · Rating: 800 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

72.

2014B

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Quality: 33,195 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Junz_LJL's solution](#)

73.

2014A

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Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

74.

2010B

[Three Brothers](#) · [Tutorial](#)

Quality: 24,717 global accepts · Rating: 800 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[Junz_LJL's solution](#)

75.

2010A

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[Junz_LJL's solution](#)

76.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[Junz_LJL's solution](#)

77.

2009A

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Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Junz_LJL's solution](#)

78.

2008C

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Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[Junz_LJL's solution](#)

79.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, strings
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80.

2008A

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Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
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81.

2003B

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Quality: 27,529 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
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82.

2003A

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Quality: 32,666 global accepts · Rating: 800 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[Junz_LJL's solution](#)

83.

2001B

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

Quality: 26,106 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Junz_LJL's solution](#)

84.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

85.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

86.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: two pointers
[Junz_LJL's solution](#)

87.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, strings
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88.

1998A

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89.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
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90.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

91.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,173 global accepts · Rating: 800 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

92.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[Junz_LJL's solution](#)

93.

1991A

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Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

94.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

95.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search

[Junz_LJL's solution](#)

96.

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

97.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

98.

1473A

[Replacing Elements](#) · [Tutorial](#)

Quality: 37,431 global accepts · Rating: 800 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Junz_LJL's solution](#)

99.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

100.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

101.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Junz_LJL's solution](#)

102.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

103.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[Junz_LJL's solution](#)

104.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, sortings

[Junz_LJL's solution](#)

105.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[Junz_LJL's solution](#)

106.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[Junz_LJL's solution](#)

107.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

108.

1984A

[Strange Splitting](#) · [Tutorial](#)

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

109.

1985B

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

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

110.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

111.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

112.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,030 global accepts · Rating: 800 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Junz_LJL's solution](#)

113.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Junz_LJL's solution](#)

114.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

115.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings

[Junz_LJL's solution](#)

116.

1981A

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

Quality: 24,251 global accepts · Rating: 800 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

117.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

118.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,231 global accepts · Rating: 800 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

119.

1968B

[Prefiquence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[Junz_LJL's solution](#)

120.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

121.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,205 global accepts · Rating: 800 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

122.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

123.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[Junz_LJL's solution](#)

124.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Junz_LJL's solution](#)

125.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,018 global accepts · Rating: 800 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

126.

1509A

[Average Height](#) · [Tutorial](#)

Quality: 27,205 global accepts · Rating: 800 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

127.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

128.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Junz_LJL's solution](#)

129.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

130.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

131.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

132.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Junz_LJL's solution](#)

133.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

134.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,969 global accepts · Rating: 800 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Junz_LJL's solution](#)

135.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

136.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

137.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Junz_LJL's solution](#)

138.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

139.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,132 global accepts · Rating: 800 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

140.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,907 global accepts · Rating: 800 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks

[Junz_LJL's solution](#)

141.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,003 global accepts · Rating: 800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

142.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

143.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Junz_LJL's solution](#)

144.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,018 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Junz_LJL's solution](#)

145.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Junz_LJL's solution](#)

146.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,676 global accepts · Rating: 800 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

147.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,983 global accepts · Rating: 800 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

148.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,751 global accepts · Rating: 800 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[Junz_LJL's solution](#)

149.

1541A

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

Quality: 30,717 global accepts · Rating: 800 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

150.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 800 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

151.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

152.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Junz_LJL's solution](#)

153.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Junz_LJL's solution](#)

154.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

155.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

156.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,463 global accepts · Rating: 800 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

157.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,831 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[Junz_LJL's solution](#)

158.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,567 global accepts · Rating: 800 · first AC: 2024-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

159.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

160.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

161.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

162.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

163.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

164.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

165.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: sortings, strings

[Junz_LJL's solution](#)

166.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

167.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,737 global accepts · Rating: 800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math

[Junz_LJL's solution](#)

168.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Junz_LJL's solution](#)

169.

1569A

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

Quality: 26,554 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

170.

1574A

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

Quality: 23,066 global accepts · Rating: 800 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

171.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

172.

1566A

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

Quality: 25,377 global accepts · Rating: 800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

173.

1581A

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

Quality: 14,277 global accepts · Rating: 800 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

174.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Junz_LJL's solution](#)

175.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

176.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,121 global accepts · Rating: 800 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

177.

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

178.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

179.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

180.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

181.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Junz_LJL's solution](#)

182.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

183.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

184.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

185.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,593 global accepts · Rating: 800 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

186.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,150 global accepts · Rating: 800 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

187.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

188.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

189.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Junz_LJL's solution](#)

190.

1620A

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

Quality: 23,155 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[Junz_LJL's solution](#)

191.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Junz_LJL's solution](#)

192.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

193.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

194.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

195.

1622A

[Construct a Rectangle](#) · [Tutorial](#)

Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[Junz_LJL's solution](#)

196.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

197.

1623A

[Robot Cleaner](#) · [Tutorial](#)

Quality: 20,720 global accepts · Rating: 800 · first AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

198.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

199.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[Junz_LJL's solution](#)

200.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

201.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

202.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Junz_LJL's solution](#)

203.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

204.

1672A

[Log Chopping](#) · [Tutorial](#)

Quality: 16,818 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: games, implementation, math

[Junz_LJL's solution](#)

205.

1629B

[GCD Arrays](#) · [Tutorial](#)

Quality: 25,285 global accepts · Rating: 800 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

206.

1629A

[Download More RAM](#) · [Tutorial](#)

Quality: 30,928 global accepts · Rating: 800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

207.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

208.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

209.

1633B

[Minority](#) · [Tutorial](#)

Quality: 29,403 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

210.

1633A

[Div. 7](#) · [Tutorial](#)

Quality: 36,024 global accepts · Rating: 800 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

211.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Junz_LJL's solution](#)

212.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

213.

1638A

[Reverse](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

214.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Junz_LJL's solution](#)

215.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[Junz_LJL's solution](#)

216.

1635B

[Avoid Local Maximums](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 800 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

217.

1635A

[Min Or Sum](#) · [Tutorial](#)

Quality: 25,899 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Junz_LJL's solution](#)

218.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

219.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 800 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[Junz_LJL's solution](#)

220.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,640 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

221.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

222.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

223.

1649A

[Game](#) · [Tutorial](#)

Quality: 16,049 global accepts · Rating: 800 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

224.

1914B

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

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

225.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

226.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[Junz_LJL's solution](#)

227.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

228.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

229.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

230.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,481 global accepts · Rating: 800 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

231.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,664 global accepts · Rating: 800 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

232.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

233.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

234.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,704 global accepts · Rating: 800 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

235.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

236.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Junz_LJL's solution](#)

237.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 800 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Junz_LJL's solution](#)

238.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

239.

1657A

[Integer Moves](#) · [Tutorial](#)

Quality: 24,901 global accepts · Rating: 800 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

240.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Junz_LJL's solution](#)

241.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[Junz_LJL's solution](#)

242.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Junz_LJL's solution](#)

243.

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

Quality: 19,546 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

244.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,908 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Junz_LJL's solution](#)

245.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[Junz_LJL's solution](#)

246.

1661A

[Array Balancing](#) · [Tutorial](#)

Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[Junz_LJL's solution](#)

247.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[Junz_LJL's solution](#)

248.

1673A

[Subtle Substring Subtraction](#) · [Tutorial](#)

Quality: 19,141 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings
[Junz_LJL's solution](#)

249.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

250.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 800 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

251.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,174 global accepts · Rating: 800 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

252.

1686B

[Odd Subarrays](#) · [Tutorial](#)

Quality: 19,344 global accepts · Rating: 800 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[Junz_LJL's solution](#)

253.

1686A

[Everything Everywhere All But One](#) · [Tutorial](#)

Quality: 21,243 global accepts · Rating: 800 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[Junz_LJL's solution](#)

254.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,996 global accepts · Rating: 800 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[Junz_LJL's solution](#)

255.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 800 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

256.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,353 global accepts · Rating: 800 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

257.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

258.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Junz_LJL's solution](#)

259.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

260.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

261.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Junz_LJL's solution](#)

262.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,209 global accepts · Rating: 800 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

263.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

264.

1697A

[Parkway Walk](#) · [Tutorial](#)

Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

265.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: games

[Junz_LJL's solution](#)

266.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive

algorithms, greedy, math

[Junz_LJL's solution](#)

267.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[Junz_LJL's solution](#)

268.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

269.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[Junz_LJL's solution](#)

270.

1708A

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

Quality: 22,574 global accepts · Rating: 800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

271.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

272.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

273.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

274.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

275.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,583 global accepts · Rating: 800 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

276.

1706A

[Another String Minimization Problem](#) · [Tutorial](#)

Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[Junz_LJL's solution](#)

277.

1709A

[Three Doors](#) · [Tutorial](#)

Quality: 31,596 global accepts · Rating: 800 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

278.

1711A

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

Quality: 26,502 global accepts · Rating: 800 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

279.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

280.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

281.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,847 global accepts · Rating: 800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

282.

1713A

[Traveling Salesman Problem](#) · [Tutorial](#)

Quality: 22,823 global accepts · Rating: 800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation

[Junz_LJL's solution](#)

283.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[Junz_LJL's solution](#)

284.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

285.

1719B

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

Quality: 19,168 global accepts · Rating: 800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

286.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[Junz_LJL's solution](#)

287.

1881A

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

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[Junz_LJL's solution](#)

288.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings

[Junz_LJL's solution](#)

289.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

290.

1754A

[Technical Support](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

291.

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,821 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

292.

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 800 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

293.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

294.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

295.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,957 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

296.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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297.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation,

sortings

[Junz_LJL's solution](#)

298.

1733A

[Consecutive Sum](#) · [Tutorial](#)

Quality: 21,856 global accepts · Rating: 800 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

299.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

300.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

301.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

302.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

303.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

304.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Junz_LJL's solution](#)

305.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

306.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

307.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers

[Junz_LJL's solution](#)

308.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,040 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

309.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

310.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

311.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Junz_LJL's solution](#)

312.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

313.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

314.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math

[Junz_LJL's solution](#)

315.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

316.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,063 global accepts · Rating: 800 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

317.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

318.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

319.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Junz_LJL's solution](#)

320.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[Junz_LJL's solution](#)

321.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[Junz_LJL's solution](#)

322.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,641 global accepts · Rating: 800 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[Junz_LJL's solution](#)

323.

1735A

[Working Week](#) · [Tutorial](#)

Quality: 21,058 global accepts · Rating: 800 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Junz_LJL's solution](#)

324.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Junz_LJL's solution](#)

325.

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[Junz_LJL's solution](#)

326.

1747A

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Quality: 26,486 global accepts · Rating: 800 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

327.

1762A

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

Quality: 20,589 global accepts · Rating: 800 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Junz_LJL's solution](#)

328.

1758A

[SSeeeiinnngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[Junz_LJL's solution](#)

329.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,383 global accepts · Rating: 800 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math
[Junz_LJL's solution](#)

330.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

331.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

332.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

333.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

334.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Junz_LJL's solution](#)

335.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,375 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[Junz_LJL's solution](#)

336.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

337.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

338.

1731A

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Quality: 23,669 global accepts · Rating: 800 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

339.

1857A

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Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

340.

1856A

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Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

341.

1779A

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Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

342.

1768A

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Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

343.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Junz_LJL's solution](#)

344.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

345.

1783A

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

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Junz_LJL's solution](#)

346.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,034 global accepts · Rating: 800 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

347.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

348.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

349.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation

[Junz_LJL's solution](#)

350.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

351.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

352.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

353.

1778A

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Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

354.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,041 global accepts · Rating: 800 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

355.

1793A

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

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

356.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Junz_LJL's solution](#)

357.

1789B

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Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[Junz_LJL's solution](#)

358.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

359.

1796A

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Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Junz_LJL's solution](#)

360.

1802A

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Quality: 16,692 global accepts · Rating: 800 · first AC: 2023-07-15 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

361.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

362.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[Junz_LJL's solution](#)

363.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Junz_LJL's solution](#)

364.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math

[Junz_LJL's solution](#)

365.

1740B

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Quality: 14,352 global accepts · Rating: 800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[Junz_LJL's solution](#)

366.

1740A

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Quality: 23,161 global accepts · Rating: 800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Junz_LJL's solution](#)

367.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

368.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

369.

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Junz_LJL's solution](#)

370.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Junz_LJL's solution](#)

371.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

372.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Junz_LJL's solution](#)

373.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[Junz_LJL's solution](#)

374.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[Junz_LJL's solution](#)

375.

1818A

[Politics](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

376.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[Junz_LJL's solution](#)

377.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-04-10 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, number theory
[Junz_LJL's solution](#)

378.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[Junz_LJL's solution](#)

379.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

380.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[Junz_LJL's solution](#)

381.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[Junz_LJL's solution](#)

382.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-03-31 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

383.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

384.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Junz_LJL's solution](#)

385.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Junz_LJL's solution](#)

386.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

387.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

388.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Junz_LJL's solution](#)

389.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2023-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

390.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,532 global accepts · Rating: 800 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

391.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,323 global accepts · Rating: 800 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

392.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

393.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

394.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,176 global accepts · Rating: 800 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

395.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2023-02-16 · last AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

396.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

397.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,772 global accepts · Rating: 800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation

[Junz_LJL's solution](#)

398.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

399.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

400.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

401.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

402.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

403.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[Junz_LJL's solution](#)

404.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,250 global accepts · Rating: 800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

405.

155A

[I love \%username%\%](#) · [Tutorial](#)

Quality: 93,680 global accepts · Rating: 800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

406.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,953 global accepts · Rating: 800 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

407.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,817 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

408.

785A

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

Quality: 110,978 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

409.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,419 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings, strings

[Junz_LJL's solution](#)

410.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

411.

520A

[Pangram](#) · [Tutorial](#)

Quality: 127,559 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

412.

268A

[Games](#) · [Tutorial](#)

Quality: 104,232 global accepts · Rating: 800 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

413.

443A

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

Quality: 112,088 global accepts · Rating: 800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

414.

1328A

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

Quality: 131,933 global accepts · Rating: 800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

415.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

416.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,420 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Junz_LJL's solution](#)

417.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,225 global accepts · Rating: 800 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

418.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,840 global accepts · Rating: 800 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

419.

581A

[Vasya the Hipster](#) · [Tutorial](#)

Quality: 84,972 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

420.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

421.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,454 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

422.

61A

[Ultra-Fast Mathematician](#) · [Tutorial](#)

Quality: 136,232 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

423.

486A

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

Quality: 154,173 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

424.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

425.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

426.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,567 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

427.

467A

[George and Accommodation](#) · [Tutorial](#)

Quality: 155,974 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

428.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,682 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

429.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,776 global accepts · Rating: 800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

430.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,578 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

431.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,500 global accepts · Rating: 800 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

432.

110A

[Nearly Lucky Number](#) · [Tutorial](#)

Quality: 199,538 global accepts · Rating: 800 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

433.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,206 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

434.

266B

[Queue at the School](#) · [Tutorial](#)

Quality: 166,115 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Junz_LJL's solution](#)

435.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,583 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

436.

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

437.

977A

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

Quality: 217,539 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

438.

546A

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

Quality: 235,262 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

439.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,308 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

440.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,112 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[Junz_LJL's solution](#)

441.

266A

[Stones on the Table](#) · [Tutorial](#)

Quality: 244,632 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

442.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

443.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,437 global accepts · Rating: 800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Junz_LJL's solution](#)

444.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

445.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,087 global accepts · Rating: 800 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

446.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,390 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

447.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,800 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

448.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,551 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Junz_LJL's solution](#)

449.

231A

[Team](#) · [Tutorial](#)

Quality: 430,367 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

450.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,384 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Junz_LJL's solution](#)

451.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

452.

2110B

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

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Junz_LJL's solution](#)

453.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

454.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Junz_LJL's solution](#)

455.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,469 global accepts · Rating: 900 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

456.

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,386 global accepts · Rating: 900 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

457.

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Junz_LJL's solution](#)

458.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

459.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

460.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Junz_LJL's solution](#)

461.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

462.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[Junz_LJL's solution](#)

463.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

464.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,487 global accepts · Rating: 900 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Junz_LJL's solution](#)

465.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

466.

2028A

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

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

467.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Junz_LJL's solution](#)

468.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Junz_LJL's solution](#)

469.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

470.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,252 global accepts · Rating: 900 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

471.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

472.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,870 global accepts · Rating: 900 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, greedy, sortings

[Junz_LJL's solution](#)

473.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

474.

1988A

[Split the Multiset](#) · [Tutorial](#)

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

475.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

476.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

477.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Junz_LJL's solution](#)

478.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

479.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[Junz_LJL's solution](#)

480.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[Junz_LJL's solution](#)

481.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings
[Junz_LJL's solution](#)

482.

1971C

[Clock and Strings](#) · [Tutorial](#)

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

483.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,660 global accepts · Rating: 900 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

484.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,324 global accepts · Rating: 900 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Junz_LJL's solution](#)

485.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,480 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[Junz_LJL's solution](#)

486.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,969 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Junz_LJL's solution](#)

487.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[Junz_LJL's solution](#)

488.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
[Junz_LJL's solution](#)

489.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,347 global accepts · Rating: 900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

490.

1559B

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

Quality: 24,138 global accepts · Rating: 900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

491.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,598 global accepts · Rating: 900 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[Junz_LJL's solution](#)

492.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

493.

1582B

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

Quality: 33,376 global accepts · Rating: 900 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

494.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,493 global accepts · Rating: 900 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Junz_LJL's solution](#)

495.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

496.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

497.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

498.

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Junz_LJL's solution](#)

499.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Junz_LJL's solution](#)

500.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

501.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

502.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

503.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

504.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Junz_LJL's solution](#)

505.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers

[Junz_LJL's solution](#)

506.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,910 global accepts · Rating: 900 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

507.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,182 global accepts · Rating: 900 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

508.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

509.

1697B

[Promo](#) · [Tutorial](#)

Quality: 30,906 global accepts · Rating: 900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

510.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,337 global accepts · Rating: 900 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

511.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 900 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[Junz_LJL's solution](#)

512.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,454 global accepts · Rating: 900 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

513.

1709B

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

Quality: 28,844 global accepts · Rating: 900 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation

[Junz_LJL's solution](#)

514.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

515.

1720A

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

Quality: 24,367 global accepts · Rating: 900 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

516.

1733B

[Rule of League](#) · [Tutorial](#)

Quality: 21,081 global accepts · Rating: 900 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

517.

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[Junz_LJL's solution](#)

518.

1879B

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

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

519.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

520.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

521.

1735B

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

Quality: 19,319 global accepts · Rating: 900 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

522.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

523.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

524.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[Junz_LJL's solution](#)

525.

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,083 global accepts · Rating: 900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

526.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

527.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

528.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Junz_LJL's solution](#)

529.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

530.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

531.

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,636 global accepts · Rating: 900 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

532.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[Junz_LJL's solution](#)

533.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy
[Junz_LJL's solution](#)

534.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[Junz_LJL's solution](#)

535.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[Junz_LJL's solution](#)

536.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation, math
[Junz_LJL's solution](#)

537.

1837B

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

Quality: 50,121 global accepts · Rating: 900 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Junz_LJL's solution](#)

538.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,052 global accepts · Rating: 900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[Junz_LJL's solution](#)

539.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · last AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

540.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[Junz_LJL's solution](#)

541.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

542.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, schedules
[Junz_LJL's solution](#)

543.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

544.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,496 global accepts · Rating: 900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

545.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Junz_LJL's solution](#)

546.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Junz_LJL's solution](#)

547.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

548.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[Junz_LJL's solution](#)

549.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

550.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,080 global accepts · Rating: 900 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Junz_LJL's solution](#)

551.

405A

[Gravity Flip](#) · [Tutorial](#)

Quality: 126,501 global accepts · Rating: 900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Junz_LJL's solution](#)

552.

580A

[Kefa and First Steps](#) · [Tutorial](#)

Quality: 104,710 global accepts · Rating: 900 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[Junz_LJL's solution](#)

553.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

554.

133A

[HQ9+ · Tutorial](#)

Quality: 125,026 global accepts · Rating: 900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

555.

160A

[Twins · Tutorial](#)

Quality: 143,760 global accepts · Rating: 900 · first AC: 2021-10-22 · last AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

556.

96A

[Football · Tutorial](#)

Quality: 193,684 global accepts · Rating: 900 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

557.

2114C

[Need More Arrays · Tutorial](#)

Quality: 30,896 global accepts · Rating: 1000 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

558.

2104B

[Move to the End · Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Junz_LJL's solution](#)

559.

2106C

[Cherry Bomb · Tutorial](#)

Quality: 25,613 global accepts · Rating: 1000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

560.

2092B

[Lady Bug · Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Junz_LJL's solution](#)

561.

2093C

[Simple Repetition · Tutorial](#)

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

562.

2091C

[Combination Lock · Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

563.

2090B

[Pushing Balls · Tutorial](#)

Quality: 16,471 global accepts · Rating: 1000 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Junz_LJL's solution](#)

564.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

565.

2051C

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

Quality: 28,015 global accepts · Rating: 1000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

566.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

567.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,298 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Junz_LJL's solution](#)

568.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Junz_LJL's solution](#)

569.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Junz_LJL's solution](#)

570.

2005B1

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

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

571.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

572.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

573.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

574.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,526 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

575.

2000C

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

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[Junz_LJL's solution](#)

576.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

577.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Junz_LJL's solution](#)

578.

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[Junz_LJL's solution](#)

579.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory, strings

[Junz_LJL's solution](#)

580.

1986B

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

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, sortings

[Junz_LJL's solution](#)

581.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

582.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

583.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[Junz_LJL's solution](#)

584.

1521A

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

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

585.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

586.

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Junz_LJL's solution](#)

587.

1876A

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

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

588.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

589.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[Junz_LJL's solution](#)

590.

1550B

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

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

591.

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Junz_LJL's solution](#)

592.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[Junz_LJL's solution](#)

593.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

594.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

595.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

596.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Junz_LJL's solution](#)

597.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

598.

1614B

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

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Junz_LJL's solution](#)

599.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Junz_LJL's solution](#)

600.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,484 global accepts · Rating: 1000 · first AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[Junz_LJL's solution](#)

601.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[Junz_LJL's solution](#)

602.

1632B

[Roof Construction](#) · [Tutorial](#)

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Junz_LJL's solution](#)

603.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

604.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

605.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,280 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Junz_LJL's solution](#)

606.

1907B

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

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[Junz_LJL's solution](#)

607.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

608.

1671B

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

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[Junz_LJL's solution](#)

609.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Junz_LJL's solution](#)

610.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[Junz_LJL's solution](#)

611.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2023-10-18 · last AC: 2023-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[Junz_LJL's solution](#)

612.

1713B

[Optimal Reduction](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Junz_LJL's solution](#)

613.

1786C

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

Rating: 1000 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

614.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

615.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

616.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[Junz_LJL's solution](#)

617.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

618.

1761B

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

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

619.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

620.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,247 global accepts · Rating: 1000 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

621.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

622.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Junz_LJL's solution](#)

623.

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Junz_LJL's solution](#)

624.

1782B

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

Rating: 1000 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

625.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

626.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Junz_LJL's solution](#)

627.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

628.

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-07-15 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

629.

1844B

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

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

630.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[Junz_LJL's solution](#)

631.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

632.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

633.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-04-10 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

634.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

635.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[Junz_LJL's solution](#)

636.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

637.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

638.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

639.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,585 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

640.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

641.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

642.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, shortest paths

[Junz_LJL's solution](#)

643.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

644.

43A

[Football](#) · [Tutorial](#)

Quality: 69,177 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: strings

[Junz_LJL's solution](#)

645.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Junz_LJL's solution](#)

646.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,583 global accepts · Rating: 1000 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

647.

29A

[Spit Problem](#) · [Tutorial](#)

Quality: 8,279 global accepts · Rating: 1000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

648.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2021-10-19 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

649.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

650.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

651.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,512 global accepts · Rating: 1000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

652.

131A

[cAPS IOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

653.

479A

[Expression](#) · [Tutorial](#)

Quality: 112,299 global accepts · Rating: 1000 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

654.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,824 global accepts · Rating: 1000 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[Junz_LJL's solution](#)

655.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

656.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

657.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

658.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Junz_LJL's solution](#)

659.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Junz_LJL's solution](#)

660.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Junz_LJL's solution](#)

661.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Junz_LJL's solution](#)

662.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

663.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

664.

2086B

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

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Junz_LJL's solution](#)

665.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Junz_LJL's solution](#)

666.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation,

math

[Junz_LJL's solution](#)

667.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Junz_LJL's solution](#)

668.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,319 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Junz_LJL's solution](#)

669.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,887 global accepts · Rating: 1100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

670.

2065C1

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

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Junz_LJL's solution](#)

671.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Junz_LJL's solution](#)

672.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Junz_LJL's solution](#)

673.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Junz_LJL's solution](#)

674.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

675.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

676.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math

[Junz_LJL's solution](#)

677.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

678.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Junz_LJL's solution](#)

679.

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

680.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

681.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

682.

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1100 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[Junz_LJL's solution](#)

683.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Junz_LJL's solution](#)

684.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

685.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,909 global accepts · Rating: 1100 · first AC: 2024-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Junz_LJL's solution](#)

686.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

687.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

688.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, dsu, graphs, math
[Junz_LJL's solution](#)

689.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,130 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings
[Junz_LJL's solution](#)

690.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[Junz_LJL's solution](#)

691.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

692.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,434 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[Junz_LJL's solution](#)

693.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers
[Junz_LJL's solution](#)

694.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[Junz_LJL's solution](#)

695.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers
[Junz_LJL's solution](#)

696.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Junz_LJL's solution](#)

697.

1986C

[Update Queries](#) · [Tutorial](#)

Quality: 26,026 global accepts · Rating: 1100 · first AC: 2024-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[Junz_LJL's solution](#)

698.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

699.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,424 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Junz_LJL's solution](#)

700.

1976B

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

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

701.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math
[Junz_LJL's solution](#)

702.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[Junz_LJL's solution](#)

703.

1509B

[TMT Document](#) · [Tutorial](#)

Quality: 23,056 global accepts · Rating: 1100 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Junz_LJL's solution](#)

704.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings
[Junz_LJL's solution](#)

705.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,221 global accepts · Rating: 1100 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[Junz_LJL's solution](#)

706.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation
[Junz_LJL's solution](#)

707.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Junz_LJL's solution](#)

708.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

709.

1574B

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

Quality: 18,222 global accepts · Rating: 1100 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Junz_LJL's solution](#)

710.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

711.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Junz_LJL's solution](#)

712.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,337 global accepts · Rating: 1100 · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

713.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

714.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Junz_LJL's solution](#)

715.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

716.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

717.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[Junz_LJL's solution](#)

718.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

719.

1921D

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

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Junz_LJL's solution](#)

720.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[Junz_LJL's solution](#)

721.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Junz_LJL's solution](#)

722.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

723.

1625B

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

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

724.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

725.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

726.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

727.

1638B

[Odd Swap Sort](#) · [Tutorial](#)

Quality: 22,547 global accepts · Rating: 1100 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings

[Junz_LJL's solution](#)

728.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[Junz_LJL's solution](#)

729.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[Junz_LJL's solution](#)

730.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

731.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[Junz_LJL's solution](#)

732.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[Junz_LJL's solution](#)

733.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[Junz_LJL's solution](#)

734.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[Junz_LJL's solution](#)

735.

1686C

[Circular Local MiniMax](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

736.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

737.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[Junz_LJL's solution](#)

738.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[Junz_LJL's solution](#)

739.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Junz_LJL's solution](#)

740.

1708B

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

Quality: 28,418 global accepts · Rating: 1100 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

741.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Junz_LJL's solution](#)

742.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,485 global accepts · Rating: 1100 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Junz_LJL's solution](#)

743.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

744.

1717B

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

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

745.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,437 global accepts · Rating: 1100 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

746.

1743C

[Save the Magazines](#) · [Tutorial](#)

Quality: 20,640 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

747.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Junz_LJL's solution](#)

748.

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, shortest paths, sortings

[Junz_LJL's solution](#)

749.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[Junz_LJL's solution](#)

750.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Junz_LJL's solution](#)

751.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

752.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Junz_LJL's solution](#)

753.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

754.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

755.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

756.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Junz_LJL's solution](#)

757.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

758.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Junz_LJL's solution](#)

759.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

760.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

761.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers

[Junz_LJL's solution](#)

762.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

763.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,549 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Junz_LJL's solution](#)

764.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

765.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Junz_LJL's solution](#)

766.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

767.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers

[Junz_LJL's solution](#)

768.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

769.

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

770.

120C

[Winnie-the-Pooh and honey](#) · [Tutorial](#)

Quality: 3,947 global accepts · Rating: 1100 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

771.

120B

[Quiz League](#) · [Tutorial](#)

Quality: 3,668 global accepts · Rating: 1100 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

772.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Junz_LJL's solution](#)

773.

68A

[Irrational problem](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1100 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Junz_LJL's solution](#)

774.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

775.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

776.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

777.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,256 global accepts · Rating: 1100 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

778.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,848 global accepts · Rating: 1100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, implementation

[Junz_LJL's solution](#)

779.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[Junz_LJL's solution](#)

780.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

781.

2118B

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

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

782.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[Junz_LJL's solution](#)

783.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

784.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Junz_LJL's solution](#)

785.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,585 global accepts · Rating: 1200 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

786.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks

[Junz_LJL's solution](#)

787.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

788.

2085B

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

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

789.

2072C

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

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Junz_LJL's solution](#)

790.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices

[Junz_LJL's solution](#)

791.

2065D

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

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

792.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

793.

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,999 global accepts · Rating: 1200 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Junz_LJL's solution](#)

794.

2056C

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

Quality: 19,439 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Junz_LJL's solution](#)

795.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Junz_LJL's solution](#)

796.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Junz_LJL's solution](#)

797.

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,926 global accepts · Rating: 1200 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Junz_LJL's solution](#)

798.

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Junz_LJL's solution](#)

799.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,815 global accepts · Rating: 1200 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

800.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Junz_LJL's solution](#)

801.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

802.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,669 global accepts · Rating: 1200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[Junz_LJL's solution](#)

803.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,282 global accepts · Rating: 1200 · first AC: 2024-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

804.

2005B2

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

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Junz_LJL's solution](#)

805.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Junz_LJL's solution](#)

806.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[Junz_LJL's solution](#)

807.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, strings

[Junz_LJL's solution](#)

808.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,870 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

809.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[Junz_LJL's solution](#)

810.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

811.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Junz_LJL's solution](#)

812.

1982B

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

Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[Junz_LJL's solution](#)

813.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

814.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[Junz_LJL's solution](#)

815.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Junz_LJL's solution](#)

816.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math

[Junz_LJL's solution](#)

817.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, sortings

[Junz_LJL's solution](#)

818.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

819.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math

[Junz_LJL's solution](#)

820.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation

[Junz_LJL's solution](#)

821.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

822.

1527B1

[Palindrome Game \(easy version\) · Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[Junz_LJL's solution](#)

823.

1536B

[Prinzessin der Verurteilung · Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings
[Junz_LJL's solution](#)

824.

1537C

[Challenging Cliffs · Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Junz_LJL's solution](#)

825.

1539C

[Stable Groups · Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[Junz_LJL's solution](#)

826.

1541B

[Pleasant Pairs · Tutorial](#)

Quality: 38,488 global accepts · Rating: 1200 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[Junz_LJL's solution](#)

827.

1546B

[AquaMoon and Stolen String · Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[Junz_LJL's solution](#)

828.

1954C

[Long Multiplication · Tutorial](#)

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[Junz_LJL's solution](#)

829.

1954B

[Make It Ugly · Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Junz_LJL's solution](#)

830.

1553C

[Penalty · Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[Junz_LJL's solution](#)

831.

1530C

[Pursuit · Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
[Junz_LJL's solution](#)

832.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[Junz_LJL's solution](#)

833.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[Junz_LJL's solution](#)

834.

1945C

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

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[Junz_LJL's solution](#)

835.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math
[Junz_LJL's solution](#)

836.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[Junz_LJL's solution](#)

837.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[Junz_LJL's solution](#)

838.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[Junz_LJL's solution](#)

839.

1598C

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

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[Junz_LJL's solution](#)

840.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,130 global accepts · Rating: 1200 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[Junz_LJL's solution](#)

841.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search
[Junz_LJL's solution](#)

842.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

843.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[Junz_LJL's solution](#)

844.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math
[Junz_LJL's solution](#)

845.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

846.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[Junz_LJL's solution](#)

847.

1635C

[Differential Sorting](#) · [Tutorial](#)

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

848.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Junz_LJL's solution](#)

849.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings
[Junz_LJL's solution](#)

850.

1907C

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

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[Junz_LJL's solution](#)

851.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[Junz_LJL's solution](#)

852.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

853.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Junz_LJL's solution](#)

854.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Junz_LJL's solution](#)

855.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Junz_LJL's solution](#)

856.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[Junz_LJL's solution](#)

857.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

858.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

859.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

860.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[Junz_LJL's solution](#)

861.

1738B

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

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Junz_LJL's solution](#)

862.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

863.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[Junz_LJL's solution](#)

864.

1747C

[Swap Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: games

[Junz_LJL's solution](#)

865.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Junz_LJL's solution](#)

866.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[Junz_LJL's solution](#)

867.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Junz_LJL's solution](#)

868.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

869.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

870.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Junz_LJL's solution](#)

871.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Junz_LJL's solution](#)

872.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

873.

1799B

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

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

874.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, strings

[Junz_LJL's solution](#)

875.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Junz_LJL's solution](#)

876.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Junz_LJL's solution](#)

877.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

878.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory

[Junz_LJL's solution](#)

879.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

880.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,081 global accepts · Rating: 1200 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

881.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

882.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Junz_LJL's solution](#)

883.

492B

[Vanya and Lanterns](#) · [Tutorial](#)

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Junz_LJL's solution](#)

884.

2118C

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

Quality: 18,481 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, greedy, math

[Junz_LJL's solution](#)

885.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

886.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Junz_LJL's solution](#)

887.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[Junz_LJL's solution](#)

888.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

889.

2072D

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

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Junz_LJL's solution](#)

890.

2065C2

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

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

891.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

892.

2059B

[Cost of the Array](#) · [Tutorial](#)

Quality: 18,789 global accepts · Rating: 1300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

893.

2056B

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

Quality: 17,923 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[Junz_LJL's solution](#)

894.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[Junz_LJL's solution](#)

895.

2044E

[Insane Problem](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1300 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory

[Junz_LJL's solution](#)

896.

2050D

[Digital string maximization](#) · [Tutorial](#)

Quality: 18,981 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, strings

[Junz_LJL's solution](#)

897.

2037D

[Sharky Surfing](#) · [Tutorial](#)

Quality: 14,755 global accepts · Rating: 1300 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Junz_LJL's solution](#)

898.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

899.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,992 global accepts · Rating: 1300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, matrices

[Junz_LJL's solution](#)

900.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

901.

2033D

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

Quality: 18,198 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, math

[Junz_LJL's solution](#)

902.

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

903.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,039 global accepts · Rating: 1300 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

904.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,528 global accepts · Rating: 1300 · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

905.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

906.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Junz_LJL's solution](#)

907.

1999E

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

Quality: 23,624 global accepts · Rating: 1300 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math

[Junz_LJL's solution](#)

908.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1300 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

909.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Junz_LJL's solution](#)

910.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Junz_LJL's solution](#)

911.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Junz_LJL's solution](#)

912.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,831 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[Junz_LJL's solution](#)

913.

1980C

[Sofia and the Lost Operations](#) · [Tutorial](#)

Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

914.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,443 global accepts · Rating: 1300 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[Junz_LJL's solution](#)

915.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

916.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[Junz_LJL's solution](#)

917.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Junz_LJL's solution](#)

918.

1521B

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

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

919.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Junz_LJL's solution](#)

920.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Junz_LJL's solution](#)

921.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

922.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[Junz_LJL's solution](#)

923.

1942C1

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

Quality: 12,425 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Junz_LJL's solution](#)

924.

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

[Junz_LJL's solution](#)

925.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,483 global accepts · Rating: 1300 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Junz_LJL's solution](#)

926.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,097 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Junz_LJL's solution](#)

927.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Junz_LJL's solution](#)

928.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

929.

1604C

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

Rating: 1300 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

930.

1602C

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

Rating: 1300 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[Junz_LJL's solution](#)

931.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[Junz_LJL's solution](#)

932.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[Junz_LJL's solution](#)

933.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[Junz_LJL's solution](#)

934.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[Junz_LJL's solution](#)

935.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[Junz_LJL's solution](#)

936.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math
[Junz_LJL's solution](#)

937.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[Junz_LJL's solution](#)

938.

1913C

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

Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[Junz_LJL's solution](#)

939.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[Junz_LJL's solution](#)

940.

1902C

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

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[Junz_LJL's solution](#)

941.

1668C

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

Rating: 1300 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[Junz_LJL's solution](#)

942.

1900C

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

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[Junz_LJL's solution](#)

943.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

944.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,032 global accepts · Rating: 1300 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

945.

1693A

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

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

946.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Junz_LJL's solution](#)

947.

1881D

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

Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

948.

1754C1

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

Rating: 1300 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

949.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,837 global accepts · Rating: 1300 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[Junz_LJL's solution](#)

950.

1717C

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

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

951.

1733C

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

Quality: 17,103 global accepts · Rating: 1300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Junz_LJL's solution](#)

952.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

953.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math
[Junz_LJL's solution](#)

954.

1736C1

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

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers
[Junz_LJL's solution](#)

955.

1879C

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

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy
[Junz_LJL's solution](#)

956.

1746C

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

Quality: 14,102 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Junz_LJL's solution](#)

957.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[Junz_LJL's solution](#)

958.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers
[Junz_LJL's solution](#)

959.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[Junz_LJL's solution](#)

960.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
[Junz_LJL's solution](#)

961.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Junz_LJL's solution](#)

962.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[Junz_LJL's solution](#)

963.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings, trees

[Junz_LJL's solution](#)

964.

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Junz_LJL's solution](#)

965.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math

[Junz_LJL's solution](#)

966.

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

967.

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

968.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[Junz_LJL's solution](#)

969.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

970.

1794C

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

Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Junz_LJL's solution](#)

971.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

972.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

973.

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

974.

1815A

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

Quality: 15,975 global accepts · Rating: 1300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

975.

1816C

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

Rating: 1300 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Junz_LJL's solution](#)

976.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[Junz_LJL's solution](#)

977.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

978.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation

[Junz_LJL's solution](#)

979.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, implementation, math

[Junz_LJL's solution](#)

980.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

981.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2022-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, number theory

[Junz_LJL's solution](#)

982.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Junz_LJL's solution](#)

983.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,896 global accepts · Rating: 1300 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

984.

2111D

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

Quality: 11,992 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

985.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

986.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

987.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

988.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Junz_LJL's solution](#)

989.

2084C

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

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Junz_LJL's solution](#)

990.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[Junz_LJL's solution](#)

991.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Junz_LJL's solution](#)

992.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Junz_LJL's solution](#)

993.

2028B

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

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Junz_LJL's solution](#)

994.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Junz_LJL's solution](#)

995.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-28 · last AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Junz_LJL's solution](#)

996.

2033E

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

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[Junz_LJL's solution](#)

997.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, two pointers

[Junz_LJL's solution](#)

998.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1400 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Junz_LJL's solution](#)

999.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, sortings

[Junz_LJL's solution](#)

1000.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, strings

[Junz_LJL's solution](#)

1001.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings

[Junz_LJL's solution](#)

1002.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[Junz_LJL's solution](#)

1003.

2009D

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

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math

[Junz_LJL's solution](#)

1004.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1005.

2000E

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

Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, greedy, math

[Junz_LJL's solution](#)

1006.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

1007.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[Junz_LJL's solution](#)

1008.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,712 global accepts · Rating: 1400 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation

[Junz_LJL's solution](#)

1009.

1986D

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

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

[Junz_LJL's solution](#)

1010.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Junz_LJL's solution](#)

1011.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[Junz_LJL's solution](#)

1012.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[Junz_LJL's solution](#)

1013.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

1014.

1974C

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

Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Junz_LJL's solution](#)

1015.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2024-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Junz_LJL's solution](#)

1016.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[Junz_LJL's solution](#)

1017.

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

1018.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Junz_LJL's solution](#)

1019.

1541C

[Great Graphs](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[Junz_LJL's solution](#)

1020.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Junz_LJL's solution](#)

1021.

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Junz_LJL's solution](#)

1022.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[Junz_LJL's solution](#)

1023.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

1024.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Junz_LJL's solution](#)

1025.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings

[Junz_LJL's solution](#)

1026.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Junz_LJL's solution](#)

1027.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Junz_LJL's solution](#)

1028.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Junz_LJL's solution](#)

1029.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

1030.

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers

[Junz_LJL's solution](#)

1031.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Junz_LJL's solution](#)

1032.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

1033.

1644C

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

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

1034.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Junz_LJL's solution](#)

1035.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, matrices

[Junz_LJL's solution](#)

1036.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Junz_LJL's solution](#)

1037.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[Junz_LJL's solution](#)

1038.

1907D

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

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms

[Junz_LJL's solution](#)

1039.

1903C

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

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

1040.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1041.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

1042.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[Junz_LJL's solution](#)

1043.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[Junz_LJL's solution](#)

1044.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[Junz_LJL's solution](#)

1045.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2023-11-08 · last AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

1046.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Junz_LJL's solution](#)

1047.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers

[Junz_LJL's solution](#)

1048.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

1049.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1050.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

1051.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation

[Junz_LJL's solution](#)

1052.

1719C

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

Quality: 14,365 global accepts · Rating: 1400 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

data structures, implementation, two pointers

[Junz_LJL's solution](#)

1053.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[Junz_LJL's solution](#)

1054.

1728C

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

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

1055.

1733D1

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

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1056.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Junz_LJL's solution](#)

1057.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Junz_LJL's solution](#)

1058.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[Junz_LJL's solution](#)

1059.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[Junz_LJL's solution](#)

1060.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Junz_LJL's solution](#)

1061.

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1062.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2023-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Junz_LJL's solution](#)

1063.

1866B

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

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1064.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

1065.

1860C

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

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy

[Junz_LJL's solution](#)

1066.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1067.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[Junz_LJL's solution](#)

1068.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Junz_LJL's solution](#)

1069.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, strings

[Junz_LJL's solution](#)

1070.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1071.

1830A

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

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Junz_LJL's solution](#)

1072.

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

1073.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry, math

[Junz_LJL's solution](#)

1074.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

1075.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2022-09-29 · last AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1076.

2107C

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

Quality: 12,096 global accepts · Rating: 1500 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Junz_LJL's solution](#)

1077.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Junz_LJL's solution](#)

1078.

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,274 global accepts · Rating: 1500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Junz_LJL's solution](#)

1079.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Junz_LJL's solution](#)

1080.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[Junz_LJL's solution](#)

1081.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

1082.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Junz_LJL's solution](#)

1083.

2072E

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

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Junz_LJL's solution](#)

1084.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Junz_LJL's solution](#)

1085.

2067C

[Devyatkin](#) · [Tutorial](#)

Quality: 12,735 global accepts · Rating: 1500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Junz_LJL's solution](#)

1086.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[Junz_LJL's solution](#)

1087.

2053C

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

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Junz_LJL's solution](#)

1088.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,643 global accepts · Rating: 1500 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

1089.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Junz_LJL's solution](#)

1090.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Junz_LJL's solution](#)

1091.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,633 global accepts · Rating: 1500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Junz_LJL's solution](#)

1092.

2008E

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

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[Junz_LJL's solution](#)

1093.

2003D1

[Turtle and a MEX Problem \(Easy Version\) · Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

1094.

2001C

[Guess The Tree · Tutorial](#)

Quality: 12,798 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Junz_LJL's solution](#)

1095.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[Junz_LJL's solution](#)

1096.

1999F

[Expected Median · Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1097.

1997D

[Maximize the Root · Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1098.

1996D

[Fun · Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[Junz_LJL's solution](#)

1099.

1473C

[No More Inversions · Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1100.

1990C

[Mad MAD Sum · Tutorial](#)

Quality: 14,573 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

1101.

1487D

[Pythagorean Triples · Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Junz_LJL's solution](#)

1102.

1487C

[Minimum Ties · Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Junz_LJL's solution](#)

1103.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)**1104.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Junz_LJL's solution](#)**1105.**

1486B

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

Quality: 20,485 global accepts · Rating: 1500 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Junz_LJL's solution](#)**1106.**

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, trees

[Junz_LJL's solution](#)**1107.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[Junz_LJL's solution](#)**1108.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math

[Junz_LJL's solution](#)**1109.**

1515D

[Phoenix and Socks](#) · [Tutorial](#)

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Junz_LJL's solution](#)**1110.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings

[Junz_LJL's solution](#)**1111.**

1526C1

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

Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Junz_LJL's solution](#)**1112.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Junz_LJL's solution](#)

1113.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[Junz_LJL's solution](#)

1114.

1542B

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

Quality: 26,543 global accepts · Rating: 1500 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1115.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Junz_LJL's solution](#)

1116.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,311 global accepts · Rating: 1500 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1117.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Junz_LJL's solution](#)

1118.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1119.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Junz_LJL's solution](#)

1120.

1925C

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

Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Junz_LJL's solution](#)

1121.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[Junz_LJL's solution](#)

1122.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[Junz_LJL's solution](#)

1123.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[Junz_LJL's solution](#)

1124.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Junz_LJL's solution](#)

1125.

1651C

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

Quality: 11,584 global accepts · Rating: 1500 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Junz_LJL's solution](#)

1126.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[Junz_LJL's solution](#)

1127.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

1128.

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1129.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1130.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Junz_LJL's solution](#)

1131.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,696 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1132.

1754C2

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

Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Junz_LJL's solution](#)

1133.

1753A2

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

Quality: 11,608 global accepts · Rating: 1500 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
[Junz_LJL's solution](#)

1134.

1882C

[Card Game · Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[Junz_LJL's solution](#)

1135.

1739C

[Card Game · Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games
[Junz_LJL's solution](#)

1136.

1738C

[Even Number Addicts · Tutorial](#)

Quality: 12,779 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math
[Junz_LJL's solution](#)

1137.

1737C

[Ela and Crickets · Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, implementation, math
[Junz_LJL's solution](#)

1138.

1732D1

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

Quality: 9,903 global accepts · Rating: 1500 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, number theory
[Junz_LJL's solution](#)

1139.

1767D

[Playoff · Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[Junz_LJL's solution](#)

1140.

1774B

[Coloring · Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Junz_LJL's solution](#)

1141.

1858B

[The Walkway · Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Junz_LJL's solution](#)

1142.

1857E

[Power of Points · Tutorial](#)

Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings
[Junz_LJL's solution](#)

1143.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Junz_LJL's solution](#)

1144.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Junz_LJL's solution](#)

1145.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Junz_LJL's solution](#)

1146.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[Junz_LJL's solution](#)

1147.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1148.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,749 global accepts · Rating: 1500 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1149.

1818C

[Almost Increasing Subsequence](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Junz_LJL's solution](#)

1150.

1811E

[Living Sequence](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2023-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math, number theory

[Junz_LJL's solution](#)

1151.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · last AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1152.

29B

[Traffic Lights](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1500 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Junz_LJL's solution](#)

1153.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1154.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

1155.

611C

[New Year and Domino](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 1500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Junz_LJL's solution](#)

1156.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

1157.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Junz_LJL's solution](#)

1158.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1159.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

1160.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Junz_LJL's solution](#)

1161.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Junz_LJL's solution](#)

1162.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[Junz_LJL's solution](#)

1163.

2065E

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

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

1164.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp

[Junz_LJL's solution](#)

1165.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[Junz_LJL's solution](#)

1166.

2059C

[Customer Service](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1600 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, greedy, math, sortings

[Junz_LJL's solution](#)

1167.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[Junz_LJL's solution](#)

1168.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[Junz_LJL's solution](#)

1169.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[Junz_LJL's solution](#)

1170.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Junz_LJL's solution](#)

1171.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[Junz_LJL's solution](#)

1172.

2046B

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

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Junz_LJL's solution](#)

1173.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, interactive, two pointers

[Junz_LJL's solution](#)

1174.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

[Junz_LJL's solution](#)

1175.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Junz_LJL's solution](#)

1176.

2028C

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

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Junz_LJL's solution](#)

1177.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

1178.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[Junz_LJL's solution](#)

1179.

1469C

[Building a Fence](#) · [Tutorial](#)

Quality: 11,681 global accepts · Rating: 1600 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1180.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Junz_LJL's solution](#)

1181.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation, math

[Junz_LJL's solution](#)

1182.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, two pointers

[Junz_LJL's solution](#)

1183.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[Junz_LJL's solution](#)

1184.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Junz_LJL's solution](#)

1185.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1186.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive

[Junz_LJL's solution](#)

1187.

1980E

[Permutation of Rows and Columns](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

[Junz_LJL's solution](#)

1188.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,424 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1189.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

1190.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

1191.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

1192.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[Junz_LJL's solution](#)

1193.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory

[Junz_LJL's solution](#)

1194.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[Junz_LJL's solution](#)

1195.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[Junz_LJL's solution](#)

1196.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[Junz_LJL's solution](#)

1197.

1529C

[Parsa's Humongous Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Junz_LJL's solution](#)

1198.

1526C2

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

Quality: 29,760 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

1199.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,940 global accepts · Rating: 1600 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1200.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1201.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

1202.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1203.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dp, strings

[Junz_LJL's solution](#)

1204.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Junz_LJL's solution](#)

1205.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1206.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1207.

1604D

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

Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

1208.

1610C

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

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

1209.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Junz_LJL's solution](#)

1210.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math

[Junz_LJL's solution](#)

1211.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[Junz_LJL's solution](#)

1212.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Junz_LJL's solution](#)

1213.

1920C

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

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

1214.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

1215.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[Junz_LJL's solution](#)

1216.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

1217.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,390 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

1218.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Junz_LJL's solution](#)

1219.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Junz_LJL's solution](#)

1220.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

1221.

1678C

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

Rating: 1600 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Junz_LJL's solution](#)

1222.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Junz_LJL's solution](#)

1223.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Junz_LJL's solution](#)

1224.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[Junz_LJL's solution](#)

1225.

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,478 global accepts · Rating: 1600 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Junz_LJL's solution](#)

1226.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Junz_LJL's solution](#)

1227.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

1228.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

1229.

1754D

[Factorial Divisibility](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math

[Junz_LJL's solution](#)

1230.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

1231.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[Junz_LJL's solution](#)

1232.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Junz_LJL's solution](#)

1233.

1861C

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

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Junz_LJL's solution](#)

1234.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1235.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[Junz_LJL's solution](#)

1236.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation

[Junz_LJL's solution](#)

1237.

1843E

[Tracking Segments](#) · [Tutorial](#)

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-08-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Junz_LJL's solution](#)

1238.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[Junz_LJL's solution](#)

1239.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[Junz_LJL's solution](#)

1240.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

1241.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[Junz_LJL's solution](#)

1242.

1849C

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

Quality: 12,534 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Junz_LJL's solution](#)

1243.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-07-23 · last AC: 2023-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Junz_LJL's solution](#)

1244.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Junz_LJL's solution](#)

1245.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[Junz_LJL's solution](#)

1246.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1247.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[Junz_LJL's solution](#)

1248.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Junz_LJL's solution](#)

1249.

1802C

[The Very Beautiful Blanket](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Junz_LJL's solution](#)

1250.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[Junz_LJL's solution](#)

1251.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1252.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[Junz_LJL's solution](#)

1253.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Junz_LJL's solution](#)

1254.

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Junz_LJL's solution](#)

1255.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1256.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Junz_LJL's solution](#)

1257.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,976 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

1258.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,456 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[Junz_LJL's solution](#)

1259.

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Junz_LJL's solution](#)

1260.

2109C2

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

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Junz_LJL's solution](#)

1261.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[Junz_LJL's solution](#)

1262.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[Junz_LJL's solution](#)

1263.

2094G

[Chimpanzini Bananini](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 1700 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Junz_LJL's solution](#)

1264.

2090D

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

Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Junz_LJL's solution](#)

1265.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,309 global accepts · Rating: 1700 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1266.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,698 global accepts · Rating: 1700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Junz_LJL's solution](#)

1267.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,450 global accepts · Rating: 1700 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Junz_LJL's solution](#)

1268.

2065G

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

Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1269.

2065F

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

Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[Junz_LJL's solution](#)

1270.

2053D

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

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Junz_LJL's solution](#)

1271.

2044G1

[Medium Demon Problem \(easy version\)](#) · [Tutorial](#)

Quality: 7,333 global accepts · Rating: 1700 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graph matchings, graphs, implementation, trees

[Junz_LJL's solution](#)

1272.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[Junz_LJL's solution](#)

1273.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Junz_LJL's solution](#)

1274.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1275.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Junz_LJL's solution](#)

1276.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1277.

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Junz_LJL's solution](#)

1278.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Junz_LJL's solution](#)

1279.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees

[Junz_LJL's solution](#)

1280.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1281.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,583 global accepts · Rating: 1700 · first AC: 2024-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[Junz_LJL's solution](#)

1282.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[Junz_LJL's solution](#)

1283.

2006A

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

Quality: 9,372 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[Junz_LJL's solution](#)

1284.

1999G2

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

Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Junz_LJL's solution](#)

1285.

1992E

[Novice's Mistake](#) · [Tutorial](#)

Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

[Junz_LJL's solution](#)

1286.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1287.

1995B2

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

Quality: 10,151 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Junz_LJL's solution](#)

1288.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, strings

[Junz_LJL's solution](#)

1289.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[Junz_LJL's solution](#)

1290.

1982D

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

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[Junz_LJL's solution](#)

1291.

1986E

[Beautiful Array](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1700 · first AC: 2024-06-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[Junz_LJL's solution](#)

1292.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Junz_LJL's solution](#)

1293.

1985H1

[Maximize the Largest Component \(Easy Version\) · Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[Junz_LJL's solution](#)

1294.

1973C

[Cat, Fox and Double Maximum · Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[Junz_LJL's solution](#)

1295.

1491C

[Pekora and Trampoline · Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Junz_LJL's solution](#)

1296.

1485C

[Floor and Mod · Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, number theory

[Junz_LJL's solution](#)

1297.

1504D

[3-Coloring · Tutorial](#)

Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Junz_LJL's solution](#)

1298.

1516C

[Baby Ehab Partitions Again · Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[Junz_LJL's solution](#)

1299.

1529D

[Kavi on Pairing Duty · Tutorial](#)

Rating: 1700 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Junz_LJL's solution](#)

1300.

1969C

[Minimizing the Sum · Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[Junz_LJL's solution](#)

1301.

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Junz_LJL's solution](#)

1302.

1550C

[Manhattan Subarrays · Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Junz_LJL's solution](#)

1303.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-07-04 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Junz_LJL's solution](#)

1304.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[Junz_LJL's solution](#)

1305.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,075 global accepts · Rating: 1700 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[Junz_LJL's solution](#)

1306.

1942C2

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

Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[Junz_LJL's solution](#)

1307.

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

[Junz_LJL's solution](#)

1308.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1700 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Junz_LJL's solution](#)

1309.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

1310.

1594D

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

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[Junz_LJL's solution](#)

1311.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Junz_LJL's solution](#)

1312.

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[Junz_LJL's solution](#)

1313.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Junz_LJL's solution](#)

1314.

1625C

[Road Optimization](#) · [Tutorial](#)

Quality: 13,292 global accepts · Rating: 1700 · first AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1315.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,940 global accepts · Rating: 1700 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1316.

1629D

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

Rating: 1700 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

1317.

1628B

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

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Junz_LJL's solution](#)

1318.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Junz_LJL's solution](#)

1319.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Junz_LJL's solution](#)

1320.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Junz_LJL's solution](#)

1321.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[Junz_LJL's solution](#)

1322.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Junz_LJL's solution](#)

1323.

1658C

[Shinju and the Lost Permutation](#) · [Tutorial](#)

Quality: 9,945 global accepts · Rating: 1700 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1324.

1661C

[Water the Trees](#) · [Tutorial](#)

Quality: 10,540 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

1325.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,513 global accepts · Rating: 1700 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Junz_LJL's solution](#)

1326.

1677B

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

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[Junz_LJL's solution](#)

1327.

1678D

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

Rating: 1700 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Junz_LJL's solution](#)

1328.

1670D

[Very Suspicious](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1700 · first AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math

[Junz_LJL's solution](#)

1329.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,754 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Junz_LJL's solution](#)

1330.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[Junz_LJL's solution](#)

1331.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Junz_LJL's solution](#)

1332.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1333.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1334.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

1335.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Junz_LJL's solution](#)

1336.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2023-07-12 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1337.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Junz_LJL's solution](#)

1338.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[Junz_LJL's solution](#)

1339.

1881F

[Minimum Maximum Distance](#) · [Tutorial](#)

Quality: 9,571 global accepts · Rating: 1700 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees

[Junz_LJL's solution](#)

1340.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,376 global accepts · Rating: 1700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[Junz_LJL's solution](#)

1341.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Junz_LJL's solution](#)

1342.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities

[Junz_LJL's solution](#)

1343.

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,774 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[Junz_LJL's solution](#)

1344.

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2023-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Junz_LJL's solution](#)

1345.

1869D1

[Candy Party \(Easy Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-09-11 · last AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[Junz_LJL's solution](#)

1346.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Junz_LJL's solution](#)

1347.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Junz_LJL's solution](#)

1348.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[Junz_LJL's solution](#)

1349.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,319 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Junz_LJL's solution](#)

1350.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-07-26 · last AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Junz_LJL's solution](#)

1351.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Junz_LJL's solution](#)

1352.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,802 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[Junz_LJL's solution](#)

1353.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[Junz_LJL's solution](#)

1354.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[Junz_LJL's solution](#)

1355.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy
[Junz_LJL's solution](#)

1356.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,543 global accepts · Rating: 1700 · first AC: 2023-03-31 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[Junz_LJL's solution](#)

1357.

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[Junz_LJL's solution](#)

1358.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2023-02-15 · last AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[Junz_LJL's solution](#)

1359.

2117F

[Wildflower](#) · [Tutorial](#)

Quality: 5,930 global accepts · Rating: 1800 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, trees
[Junz_LJL's solution](#)

1360.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,837 global accepts · Rating: 1800 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[Junz_LJL's solution](#)

1361.

2106E

[Wolf](#) · [Tutorial](#)

Quality: 5,935 global accepts · Rating: 1800 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[Junz_LJL's solution](#)

1362.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Junz_LJL's solution](#)

1363.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,884 global accepts · Rating: 1800 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[Junz_LJL's solution](#)

1364.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,159 global accepts · Rating: 1800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Junz_LJL's solution](#)

1365.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,538 global accepts · Rating: 1800 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Junz_LJL's solution](#)

1366.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,694 global accepts · Rating: 1800 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Junz_LJL's solution](#)

1367.

2069D

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

Quality: 7,050 global accepts · Rating: 1800 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[Junz_LJL's solution](#)

1368.

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-09-09 · last AC: 2025-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[Junz_LJL's solution](#)

1369.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1800 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Junz_LJL's solution](#)

1370.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Junz_LJL's solution](#)

1371.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Junz_LJL's solution](#)

1372.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Junz_LJL's solution](#)

1373.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Junz_LJL's solution](#)

1374.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

1375.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,880 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Junz_LJL's solution](#)

1376.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[Junz_LJL's solution](#)

1377.

2014E

[Rendez-vous de Marian et Robin](#) · [Tutorial](#)

Quality: 8,728 global accepts · Rating: 1800 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Junz_LJL's solution](#)

1378.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, strings

[Junz_LJL's solution](#)

1379.

2008G

[Sakurako's Task](#) · [Tutorial](#)

Quality: 6,672 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[Junz_LJL's solution](#)

1380.

2006B

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

Quality: 4,358 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Junz_LJL's solution](#)

1381.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[Junz_LJL's solution](#)

1382.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,722 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

1383.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[Junz_LJL's solution](#)

1384.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,342 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

1385.

1501C

[Going Home](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

1386.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)

1387.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[Junz_LJL's solution](#)

1388.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Junz_LJL's solution](#)

1389.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

1390.

1974E

[Money Buys Happiness](#) · [Tutorial](#)

Quality: 11,323 global accepts · Rating: 1800 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1391.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-05-09 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Junz_LJL's solution](#)

1392.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy
[Junz_LJL's solution](#)

1393.

1965B

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

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[Junz_LJL's solution](#)

1394.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,083 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings
[Junz_LJL's solution](#)

1395.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[Junz_LJL's solution](#)

1396.

1549D

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

Rating: 1800 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers
[Junz_LJL's solution](#)

1397.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math
[Junz_LJL's solution](#)

1398.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
[Junz_LJL's solution](#)

1399.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[Junz_LJL's solution](#)

1400.

1582F1

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

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[Junz_LJL's solution](#)

1401.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[Junz_LJL's solution](#)

1402.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[Junz_LJL's solution](#)

1403.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Junz_LJL's solution](#)

1404.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Junz_LJL's solution](#)

1405.

1922E

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

Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[Junz_LJL's solution](#)

1406.

1631D

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

Rating: 1800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Junz_LJL's solution](#)

1407.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Junz_LJL's solution](#)

1408.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Junz_LJL's solution](#)

1409.

1907F

[Shift and Reverse](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1800 · first AC: 2023-12-06 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Junz_LJL's solution](#)

1410.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Junz_LJL's solution](#)

1411.

1649D

[Integral Array](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, sortings

[Junz_LJL's solution](#)

1412.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Junz_LJL's solution](#)

1413.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[Junz_LJL's solution](#)

1414.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[Junz_LJL's solution](#)

1415.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,489 global accepts · Rating: 1800 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[Junz_LJL's solution](#)

1416.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation

[Junz_LJL's solution](#)

1417.

1388C

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

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, math, trees

[Junz_LJL's solution](#)

1418.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Junz_LJL's solution](#)

1419.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

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1420.

1709C

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1421.

1719D1

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1718A1

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1720D1

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1424.

1721D

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1728D

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1426.

1734D

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1427.

1732C1

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847E

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1429.

1870D

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1750D

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1867D

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1861D

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1434.

1843F1

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1435.

1846F

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1436.

1846E2

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1851F

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1438.

1856E1

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1439.

1859D

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1768D

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1442.

1852B

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1443.

1780D

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1444.

1793D

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1445.

1848C

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1446.

1802D

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1447.

1801B

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1740E

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Quality: 5,077 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

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1449.

1845D

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1450.

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1451.

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[Junz_LJL's solution](#)

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2117G

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1457.

2109D

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2106F

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1459.

2094H

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1460.

2093G

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1461.

2090E1

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1462.

2078E

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1463.

2038G

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1464.

2064D

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1465.

2059D

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1466.

2067E

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[Junz_LJL's solution](#)

1467.

2053E

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1468.

2049D

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[Junz_LJL's solution](#)

1469.

2044G2

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1470.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

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1471.

2040D

[Non Prime Tree](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

1472.

2050G

[Tree Destruction](#) · [Tutorial](#)

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1473.

2042D

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1474.

1902D

[Robot Queries](#) · [Tutorial](#)

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[Junz_LJL's solution](#)

1475.

1036C

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[Junz_LJL's solution](#)

1476.

2029D

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[Junz_LJL's solution](#)

1477.

2036F

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1478.

2026D

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[Junz_LJL's solution](#)

1479.

2021C2

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Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1480.

2018B

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1481.

2014H

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[Junz_LJL's solution](#)

1482.

2013D

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1483.

2009G1

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1484.

1749D

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1485.

2001D

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1486.

2000F

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1487.

1998C

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1488.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[Junz_LJL's solution](#)

1489.

1991D

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Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

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1490.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

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1491.

1986F

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graphs, trees

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1492.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

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1493.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers

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1494.

1492D

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Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1495.

1486C2

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[Junz_LJL's solution](#)

1496.

1980F1

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Quality: 4,393 global accepts · Rating: 1900 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[Junz_LJL's solution](#)

1497.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Junz_LJL's solution](#)

1498.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[Junz_LJL's solution](#)

1499.

1977C

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Quality: 8,042 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[Junz_LJL's solution](#)

1500.

1483B

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Rating: 1900 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[Junz_LJL's solution](#)

1501.

1974F

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Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1502.

1428D

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[Junz_LJL's solution](#)

1503.

1527B2

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Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[Junz_LJL's solution](#)

1504.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Junz_LJL's solution](#)

1505.

1957D

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Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math

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1506.

1546D

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[Junz_LJL's solution](#)

1507.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[Junz_LJL's solution](#)

1508.

1945F

[Kirill and Mushrooms](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Junz_LJL's solution](#)

1509.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2024-03-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1510.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1511.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1512.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[Junz_LJL's solution](#)

1513.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Junz_LJL's solution](#)

1514.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Junz_LJL's solution](#)

1515.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Junz_LJL's solution](#)

1516.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[Junz_LJL's solution](#)

1517.

1921F

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

Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[Junz_LJL's solution](#)

1518.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[Junz_LJL's solution](#)

1519.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Junz_LJL's solution](#)

1520.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[Junz_LJL's solution](#)

1521.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[Junz_LJL's solution](#)

1522.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-12-24 · last AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[Junz_LJL's solution](#)

1523.

1649E

[Tyler and Strings](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[Junz_LJL's solution](#)

1524.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[Junz_LJL's solution](#)

1525.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 1900 · first AC: 2023-12-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[Junz_LJL's solution](#)

1526.

1883G2

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

Quality: 6,743 global accepts · Rating: 1900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Junz_LJL's solution](#)

1527.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[Junz_LJL's solution](#)

1528.

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

1529.

1659D

[Reverse Sort Sum](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[Junz_LJL's solution](#)

1530.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Junz_LJL's solution](#)

1531.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Junz_LJL's solution](#)

1532.

1678E

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, greedy, math

[Junz_LJL's solution](#)

1533.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Junz_LJL's solution](#)

1534.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Junz_LJL's solution](#)

1535.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,230 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Junz_LJL's solution](#)

1536.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, shortest paths

[Junz_LJL's solution](#)

1537.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Junz_LJL's solution](#)

1538.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,994 global accepts · Rating: 1900 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[Junz_LJL's solution](#)

1539.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Junz_LJL's solution](#)

1540.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,723 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[Junz_LJL's solution](#)

1541.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Junz_LJL's solution](#)

1542.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Junz_LJL's solution](#)

1543.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Junz_LJL's solution](#)

1544.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Junz_LJL's solution](#)

1545.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Junz_LJL's solution](#)

1546.

1888D2

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

Rating: 1900 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Junz_LJL's solution](#)

1547.

1719D2

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

Rating: 1900 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, math

[Junz_LJL's solution](#)

1548.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

1549.

1786D

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Junz_LJL's solution](#)

1550.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Junz_LJL's solution](#)

1551.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1552.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1553.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[Junz_LJL's solution](#)

1554.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Junz_LJL's solution](#)

1555.

223B

[Two Strings](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 1900 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[Junz_LJL's solution](#)

1556.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[Junz_LJL's solution](#)

1557.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1558.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-09-15 · last AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

1559.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Junz_LJL's solution](#)

1560.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Junz_LJL's solution](#)

1561.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1562.

1846G

[Rudolf and CodeVid-23](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1563.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

1564.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[Junz_LJL's solution](#)

1565.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Junz_LJL's solution](#)

1566.

1802E

[Music Festival](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Junz_LJL's solution](#)

1567.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Junz_LJL's solution](#)

1568.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[Junz_LJL's solution](#)

1569.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[Junz_LJL's solution](#)

1570.

1153D

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

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1571.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[Junz_LJL's solution](#)

1572.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[Junz_LJL's solution](#)

1573.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[Junz_LJL's solution](#)

1574.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[Junz_LJL's solution](#)

1575.

1818D

[Fish Graph](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[Junz_LJL's solution](#)

1576.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers
[Junz_LJL's solution](#)

1577.

687C

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

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp
[Junz_LJL's solution](#)

1578.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,467 global accepts · Rating: 1900 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[Junz_LJL's solution](#)

1579.

2114F

[Small Operations](#) · [Tutorial](#)

Quality: 5,506 global accepts · Rating: 2000 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
[Junz_LJL's solution](#)

1580.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[Junz_LJL's solution](#)

1581.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy
[Junz_LJL's solution](#)

1582.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Junz_LJL's solution](#)

1583.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[Junz_LJL's solution](#)

1584.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Junz_LJL's solution](#)

1585.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Junz_LJL's solution](#)

1586.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[Junz_LJL's solution](#)

1587.

2048E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Junz_LJL's solution](#)

1588.

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Junz_LJL's solution](#)

1589.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Junz_LJL's solution](#)

1590.

2028D

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

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Junz_LJL's solution](#)

1591.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[Junz_LJL's solution](#)

1592.

1867E1

[Salyg1n and Array \(simple version\) · Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Junz_LJL's solution](#)

1593.

2014F

[Sheriff's Defense · Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1594.

1994E

[Wooden Game · Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, trees

[Junz_LJL's solution](#)

1595.

1992G

[Ultra-Meow · Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1596.

1487E

[Cheap Dinner · Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2024-06-18 · last AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Junz_LJL's solution](#)

1597.

1984D

["a" String Problem · Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[Junz_LJL's solution](#)

1598.

1976D

[Invertible Bracket Sequences · Tutorial](#)

Quality: 5,801 global accepts · Rating: 2000 · first AC: 2024-06-03 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Junz_LJL's solution](#)

1599.

1427C

[The Hard Work of Papparazzi · Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1600.

1513D

[GCD and MST · Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[Junz_LJL's solution](#)

1601.

1514D

[Cut and Stick · Tutorial](#)

Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1602.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

1603.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[Junz_LJL's solution](#)

1604.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-05-05 · last AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Junz_LJL's solution](#)

1605.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Junz_LJL's solution](#)

1606.

1536D

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

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Junz_LJL's solution](#)

1607.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-18 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Junz_LJL's solution](#)

1608.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Junz_LJL's solution](#)

1609.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Junz_LJL's solution](#)

1610.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2024-03-06 · last AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1611.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Junz_LJL's solution](#)**1612.**

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Junz_LJL's solution](#)**1613.**

1919H

[Tree Diameter](#) · [Tutorial](#)

Quality: 178 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[Junz_LJL's solution](#)**1614.**

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)**1615.**

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Junz_LJL's solution](#)**1616.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[Junz_LJL's solution](#)**1617.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Junz_LJL's solution](#)**1618.**

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Junz_LJL's solution](#)**1619.**

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[Junz_LJL's solution](#)**1620.**

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-12-30 · last AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[Junz_LJL's solution](#)

1621.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Junz_LJL's solution](#)**1622.**

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[Junz_LJL's solution](#)**1623.**

1642D

[Repetitions Decoding](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[Junz_LJL's solution](#)**1624.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[Junz_LJL's solution](#)**1625.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Junz_LJL's solution](#)**1626.**

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-12-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Junz_LJL's solution](#)**1627.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, trees

[Junz_LJL's solution](#)**1628.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[Junz_LJL's solution](#)**1629.**

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Junz_LJL's solution](#)**1630.**

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Junz_LJL's solution](#)

1631.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[Junz_LJL's solution](#)

1632.

1686D

[Linguistics](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings, two pointers

[Junz_LJL's solution](#)

1633.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[Junz_LJL's solution](#)

1634.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-11-13 · last AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Junz_LJL's solution](#)

1635.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[Junz_LJL's solution](#)

1636.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1637.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Junz_LJL's solution](#)

1638.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

1639.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[Junz_LJL's solution](#)

1640.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, strings,

trees

[Junz_LJL's solution](#)

1641.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[Junz_LJL's solution](#)

1642.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Junz_LJL's solution](#)

1643.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,106 global accepts · Rating: 2000 · first AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Junz_LJL's solution](#)

1644.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Junz_LJL's solution](#)

1645.

1719E

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

Rating: 2000 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, number theory

[Junz_LJL's solution](#)

1646.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Junz_LJL's solution](#)

1647.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)

1648.

1754E

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

Rating: 2000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[Junz_LJL's solution](#)

1649.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[Junz_LJL's solution](#)

1650.

1733D2

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

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

1651.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2000 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Junz_LJL's solution](#)

1652.

855C

[Helga Hufflepuff's Cup](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 2000 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Junz_LJL's solution](#)

1653.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2023-09-19 · last AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1654.

296B

[Yaroslav and Two Strings](#) · [Tutorial](#)

Quality: 2,683 global accepts · Rating: 2000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Junz_LJL's solution](#)

1655.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[Junz_LJL's solution](#)

1656.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[Junz_LJL's solution](#)

1657.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1658.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Junz_LJL's solution](#)

1659.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2023-08-14 · last AC: 2023-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

1660.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[Junz_LJL's solution](#)

1661.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[Junz_LJL's solution](#)

1662.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,049 global accepts · Rating: 2000 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: *special, data structures

[Junz_LJL's solution](#)

1663.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings, two pointers

[Junz_LJL's solution](#)

1664.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Junz_LJL's solution](#)

1665.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Junz_LJL's solution](#)

1666.

2107D

[Apple Tree Traversing](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2100 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Junz_LJL's solution](#)

1667.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Junz_LJL's solution](#)

1668.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[Junz_LJL's solution](#)

1669.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Junz_LJL's solution](#)

1670.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, dsu, graphs

[Junz_LJL's solution](#)

1671.

2044H

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

Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math

[Junz_LJL's solution](#)

1672.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[Junz_LJL's solution](#)

1673.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[Junz_LJL's solution](#)

1674.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[Junz_LJL's solution](#)

1675.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Junz_LJL's solution](#)

1676.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1677.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Junz_LJL's solution](#)

1678.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

1679.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy, implementation

[Junz_LJL's solution](#)

1680.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

greedy, math, number theory

[Junz_LJL's solution](#)

1681.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[Junz_LJL's solution](#)

1682.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,072 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[Junz_LJL's solution](#)

1683.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1684.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1685.

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[Junz_LJL's solution](#)

1686.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,731 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp

[Junz_LJL's solution](#)

1687.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[Junz_LJL's solution](#)

1688.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-15 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Junz_LJL's solution](#)

1689.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-05-31 · last AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Junz_LJL's solution](#)

1690.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Junz_LJL's solution](#)

1691.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[Junz_LJL's solution](#)

1692.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[Junz_LJL's solution](#)

1693.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2024-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Junz_LJL's solution](#)

1694.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-04-30 · last AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[Junz_LJL's solution](#)

1695.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Junz_LJL's solution](#)

1696.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,531 global accepts · Rating: 2100 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers

[Junz_LJL's solution](#)

1697.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

1698.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Junz_LJL's solution](#)

1699.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2100 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and

similar, dp, greedy, implementation, sortings

[Junz_LJL's solution](#)

1700.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Junz_LJL's solution](#)

1701.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Junz_LJL's solution](#)

1702.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1703.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Junz_LJL's solution](#)

1704.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Junz_LJL's solution](#)

1705.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2024-02-03 · last AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Junz_LJL's solution](#)

1706.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[Junz_LJL's solution](#)

1707.

1920E

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

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1708.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Junz_LJL's solution](#)

1709.

1629F1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games

[Junz_LJL's solution](#)

1710.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Junz_LJL's solution](#)

1711.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[Junz_LJL's solution](#)

1712.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-10 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[Junz_LJL's solution](#)

1713.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Junz_LJL's solution](#)

1714.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-11-27 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[Junz_LJL's solution](#)

1715.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[Junz_LJL's solution](#)

1716.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[Junz_LJL's solution](#)

1717.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1718.

1668D

[Optimal Partition](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

1719.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

1720.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Junz_LJL's solution](#)

1721.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[Junz_LJL's solution](#)

1722.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[Junz_LJL's solution](#)

1723.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[Junz_LJL's solution](#)

1724.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-07-12 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Junz_LJL's solution](#)

1725.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation

[Junz_LJL's solution](#)

1726.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Junz_LJL's solution](#)

1727.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,600 global accepts · Rating: 2100 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[Junz_LJL's solution](#)

1728.

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2023-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1729.

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2023-09-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

1730.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[Junz_LJL's solution](#)

1731.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[Junz_LJL's solution](#)

1732.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[Junz_LJL's solution](#)

1733.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Junz_LJL's solution](#)

1734.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,054 global accepts · Rating: 2100 · first AC: 2023-08-26 · last AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Junz_LJL's solution](#)

1735.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Junz_LJL's solution](#)

1736.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, interactive

[Junz_LJL's solution](#)

1737.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Junz_LJL's solution](#)

1738.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-07-15 · last AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers

[Junz_LJL's solution](#)

1739.

1821E

[Rearrange Brackets](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings
[Junz_LJL's solution](#)

1740.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[Junz_LJL's solution](#)

1741.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings
[Junz_LJL's solution](#)

1742.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[Junz_LJL's solution](#)

1743.

466D

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

Quality: 3,755 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[Junz_LJL's solution](#)

1744.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[Junz_LJL's solution](#)

1745.

540E

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

Quality: 2,494 global accepts · Rating: 2100 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees
[Junz_LJL's solution](#)

1746.

215E

[Periodical Numbers](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory
[Junz_LJL's solution](#)

1747.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees
[Junz_LJL's solution](#)

1748.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees
[Junz_LJL's solution](#)

1749.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[Junz_LJL's solution](#)

1750.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[Junz_LJL's solution](#)

1751.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Junz_LJL's solution](#)

1752.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Junz_LJL's solution](#)

1753.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[Junz_LJL's solution](#)

1754.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Junz_LJL's solution](#)

1755.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-04-01 · last AC: 2023-04-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[Junz_LJL's solution](#)

1756.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2022-09-13 · last AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[Junz_LJL's solution](#)

1757.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,878 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[Junz_LJL's solution](#)

1758.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[Junz_LJL's solution](#)

1759.

2114G

[Build an Array](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2200 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math, number theory

[Junz_LJL's solution](#)

1760.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2200 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Junz_LJL's solution](#)

1761.

2106G1

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

Quality: 1,613 global accepts · Rating: 2200 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Junz_LJL's solution](#)

1762.

2090F1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Junz_LJL's solution](#)

1763.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1764.

2070E

[Game with Binary String](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-03-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

[Junz_LJL's solution](#)

1765.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[Junz_LJL's solution](#)

1766.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[Junz_LJL's solution](#)

1767.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Junz_LJL's solution](#)

1768.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number

theory

[Junz_LJL's solution](#)

1769.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[Junz_LJL's solution](#)

1770.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Junz_LJL's solution](#)

1771.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[Junz_LJL's solution](#)

1772.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1773.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1774.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[Junz_LJL's solution](#)

1775.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Junz_LJL's solution](#)

1776.

2018D

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

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Junz_LJL's solution](#)

1777.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive

[Junz_LJL's solution](#)

1778.

2014G

[Milky Days](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2200 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation

[Junz_LJL's solution](#)

1779.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Junz_LJL's solution](#)

1780.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-12 · last AC: 2024-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Junz_LJL's solution](#)

1781.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[Junz_LJL's solution](#)

1782.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Junz_LJL's solution](#)

1783.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[Junz_LJL's solution](#)

1784.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Junz_LJL's solution](#)

1785.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Junz_LJL's solution](#)

1786.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[Junz_LJL's solution](#)

1787.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[Junz_LJL's solution](#)

1788.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[Junz_LJL's solution](#)

1789.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-06-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[Junz_LJL's solution](#)

1790.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[Junz_LJL's solution](#)

1791.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[Junz_LJL's solution](#)

1792.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Junz_LJL's solution](#)

1793.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Junz_LJL's solution](#)

1794.

1501D

[Two chandeliers](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math

[Junz_LJL's solution](#)

1795.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[Junz_LJL's solution](#)

1796.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[Junz_LJL's solution](#)

1797.

1967B2

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

Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-05-01 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Junz_LJL's solution](#)

1798.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[Junz_LJL's solution](#)

1799.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Junz_LJL's solution](#)

1800.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[Junz_LJL's solution](#)

1801.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[Junz_LJL's solution](#)

1802.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[Junz_LJL's solution](#)

1803.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation

[Junz_LJL's solution](#)

1804.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-12-26 · last AC: 2024-05-08 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Junz_LJL's solution](#)

1805.

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1806.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Junz_LJL's solution](#)

1807.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Junz_LJL's solution](#)

1808.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[Junz_LJL's solution](#)

1809.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings

[Junz_LJL's solution](#)

1810.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Junz_LJL's solution](#)

1811.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[Junz_LJL's solution](#)

1812.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

1813.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[Junz_LJL's solution](#)

1814.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-04-02 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Junz_LJL's solution](#)

1815.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Junz_LJL's solution](#)

1816.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

1817.

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Junz_LJL's solution](#)

1818.

1581E

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

Rating: 2200 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Junz_LJL's solution](#)

1819.

1227F1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2024-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1820.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-31 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[Junz_LJL's solution](#)

1821.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Junz_LJL's solution](#)

1822.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[Junz_LJL's solution](#)

1823.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Junz_LJL's solution](#)

1824.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[Junz_LJL's solution](#)

1825.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Junz_LJL's solution](#)

1826.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[Junz_LJL's solution](#)

1827.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[Junz_LJL's solution](#)

1828.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-24 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Junz_LJL's solution](#)

1829.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[Junz_LJL's solution](#)

1830.

1642E

[Anonymity Is Important](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Junz_LJL's solution](#)

1831.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Junz_LJL's solution](#)

1832.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Junz_LJL's solution](#)

1833.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-18 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1834.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[Junz_LJL's solution](#)

1835.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[Junz_LJL's solution](#)

1836.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[Junz_LJL's solution](#)

1837.

1399E2

[Weights Division \(hard version\) · Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2023-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[Junz_LJL's solution](#)

1838.

1311E

[Construct the Binary Tree · Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2023-07-12 · last AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[Junz_LJL's solution](#)

1839.

427D

[Match & Catch · Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[Junz_LJL's solution](#)

1840.

413E

[Maze 2D · Tutorial](#)

Quality: 851 global accepts · Rating: 2200 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[Junz_LJL's solution](#)

1841.

431E

[Chemistry Experiment · Tutorial](#)

Quality: 1,187 global accepts · Rating: 2200 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, ternary search

[Junz_LJL's solution](#)

1842.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Junz_LJL's solution](#)

1843.

1840G1

[In Search of Truth \(Easy Version\) · Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[Junz_LJL's solution](#)

1844.

1848D

[Vika and Bonuses · Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[Junz_LJL's solution](#)

1845.

1858D

[Trees and Segments · Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[Junz_LJL's solution](#)

1846.

1854B

[Earn or Unlock · Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[Junz_LJL's solution](#)

1847.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-07-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp
[Junz_LJL's solution](#)

1848.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[Junz_LJL's solution](#)

1849.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[Junz_LJL's solution](#)

1850.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers
[Junz_LJL's solution](#)

1851.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory
[Junz_LJL's solution](#)

1852.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[Junz_LJL's solution](#)

1853.

592D

[Super M](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[Junz_LJL's solution](#)

1854.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2023-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees
[Junz_LJL's solution](#)

1855.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[Junz_LJL's solution](#)

1856.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games
[Junz_LJL's solution](#)

1857.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1858.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[Junz_LJL's solution](#)

1859.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1860.

1234F

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Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Junz_LJL's solution](#)

1861.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Junz_LJL's solution](#)

1862.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Junz_LJL's solution](#)

1863.

514E

[Darth Vader and Tree](#) · [Tutorial](#)

Quality: 1,730 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Junz_LJL's solution](#)

1864.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Junz_LJL's solution](#)

1865.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math

[Junz_LJL's solution](#)

1866.

165E

[Compatible Numbers](#) · [Tutorial](#)

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[Junz_LJL's solution](#)

1867.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[Junz_LJL's solution](#)

1868.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, strings, trees

[Junz_LJL's solution](#)

1869.

47D

[Safe](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Junz_LJL's solution](#)

1870.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[Junz_LJL's solution](#)

1871.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[Junz_LJL's solution](#)

1872.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[Junz_LJL's solution](#)

1873.

550E

[Brackets in Implications](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2200 · first AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Junz_LJL's solution](#)

1874.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Junz_LJL's solution](#)

1875.

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Junz_LJL's solution](#)

1876.

387E

[George and Cards](#) · [Tutorial](#)

Quality: 989 global accepts · Rating: 2200 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)

1877.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math

[Junz_LJL's solution](#)

1878.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive

algorithms, dfs and similar, graphs, trees

[Junz_LJL's solution](#)

1879.

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2023-04-26 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Junz_LJL's solution](#)

1880.

1816E

[Between](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Junz_LJL's solution](#)

1881.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Junz_LJL's solution](#)

1882.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Junz_LJL's solution](#)

1883.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1884.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2300 · first AC: 2025-06-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation

[Junz_LJL's solution](#)

1885.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Junz_LJL's solution](#)

1886.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[Junz_LJL's solution](#)

1887.

2090E2

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

Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Junz_LJL's solution](#)

1888.

2078F

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-03-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Junz_LJL's solution](#)

1889.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-19 · last AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Junz_LJL's solution](#)

1890.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

1891.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[Junz_LJL's solution](#)

1892.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Junz_LJL's solution](#)

1893.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Junz_LJL's solution](#)

1894.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Junz_LJL's solution](#)

1895.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Junz_LJL's solution](#)

1896.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-09-09 · last AC: 2024-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Junz_LJL's solution](#)

1897.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2024-08-03 · last AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[Junz_LJL's solution](#)

1898.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2024-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Junz_LJL's solution](#)

1899.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[Junz_LJL's solution](#)

1900.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Junz_LJL's solution](#)

1901.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Junz_LJL's solution](#)

1902.

1982E

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

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[Junz_LJL's solution](#)

1903.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-06-04 · last AC: 2024-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[Junz_LJL's solution](#)

1904.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-27 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Junz_LJL's solution](#)

1905.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2023-09-08 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Junz_LJL's solution](#)

1906.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Junz_LJL's solution](#)

1907.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-28 · last AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Junz_LJL's solution](#)

1908.

845G

[Shortest Path Problem? · Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math

[Junz_LJL's solution](#)

1909.

1528C

[Trees of Tranquility · Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1910.

1529E

[Trees of Tranquility · Tutorial](#)

Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1911.

1967C

[Fenwick Tree · Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Junz_LJL's solution](#)

1912.

1536E

[Omkar and Forest · Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Junz_LJL's solution](#)

1913.

1540B

[Tree Array · Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Junz_LJL's solution](#)

1914.

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[Junz_LJL's solution](#)

1915.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Junz_LJL's solution](#)

1916.

1942E

[Farm Game · Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[Junz_LJL's solution](#)

1917.

1549F1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[Junz_LJL's solution](#)

1918.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[Junz_LJL's solution](#)

1919.

1943C

[Tree Compass · Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-18 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1920.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Junz_LJL's solution](#)

1921.

708C

[Centroids · Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Junz_LJL's solution](#)

1922.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Junz_LJL's solution](#)

1923.

786B

[Legacy · Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2024-02-28 · last AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[Junz_LJL's solution](#)

1924.

1603C

[Extreme Extension · Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-02-26 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Junz_LJL's solution](#)

1925.

1919F1

[Wine Factory \(Easy Version\) · Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

1926.

1929E

[Sasha and the Happy Tree Cutting · Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Junz_LJL's solution](#)

1927.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Junz_LJL's solution](#)

1928.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[Junz_LJL's solution](#)

1929.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[Junz_LJL's solution](#)

1930.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[Junz_LJL's solution](#)

1931.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[Junz_LJL's solution](#)

1932.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2024-02-08 · last AC: 2024-02-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs

[Junz_LJL's solution](#)

1933.

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-02-04 · last AC: 2024-02-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Junz_LJL's solution](#)

1934.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Junz_LJL's solution](#)

1935.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[Junz_LJL's solution](#)

1936.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Junz_LJL's solution](#)

1937.

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Junz_LJL's solution](#)

1938.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Junz_LJL's solution](#)

1939.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[Junz_LJL's solution](#)

1940.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-31 · last AC: 2024-01-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Junz_LJL's solution](#)

1941.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[Junz_LJL's solution](#)

1942.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-25 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Junz_LJL's solution](#)

1943.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Junz_LJL's solution](#)

1944.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[Junz_LJL's solution](#)

1945.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[Junz_LJL's solution](#)

1946.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[Junz_LJL's solution](#)

1947.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1948.

1698E

[PermutationForces II](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2300 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Junz_LJL's solution](#)

1949.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[Junz_LJL's solution](#)

1950.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

1951.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Junz_LJL's solution](#)

1952.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[Junz_LJL's solution](#)

1953.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[Junz_LJL's solution](#)

1954.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Junz_LJL's solution](#)

1955.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[Junz_LJL's solution](#)

1956.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Junz_LJL's solution](#)

1957.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Junz_LJL's solution](#)

1958.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1959.

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Junz_LJL's solution](#)

1960.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · last AC: 2023-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[Junz_LJL's solution](#)

1961.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-09 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[Junz_LJL's solution](#)

1962.

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

1963.

2118E

[Grid Coloring](#) · [Tutorial](#)

Quality: 1,428 global accepts · Rating: 2400 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Junz_LJL's solution](#)

1964.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Junz_LJL's solution](#)

1965.

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings

[Junz_LJL's solution](#)

1966.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,793 global accepts · Rating: 2400 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Junz_LJL's solution](#)

1967.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Junz_LJL's solution](#)

1968.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[Junz_LJL's solution](#)

1969.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

1970.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Junz_LJL's solution](#)

1971.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Junz_LJL's solution](#)

1972.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junz_LJL's solution](#)

1973.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Junz_LJL's solution](#)

1974.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, geometry, number theory

[Junz_LJL's solution](#)

1975.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Junz_LJL's solution](#)

1976.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Junz_LJL's solution](#)

1977.

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[Junz_LJL's solution](#)

1978.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[Junz_LJL's solution](#)

1979.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[Junz_LJL's solution](#)

1980.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[Junz_LJL's solution](#)

1981.

1993F1

[Dyn-scripted Robot \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2400 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, constructive algorithms, math, number theory

[Junz_LJL's solution](#)

1982.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Junz_LJL's solution](#)

1983.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-07-21 · last AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Junz_LJL's solution](#)

1984.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2024-06-17 · last AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Junz_LJL's solution](#)

1985.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy,

trees

[Junz_LJL's solution](#)

1986.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Junz_LJL's solution](#)

1987.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2024-06-04 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Junz_LJL's solution](#)

1988.

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-05-31 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Junz_LJL's solution](#)

1989.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Junz_LJL's solution](#)

1990.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-19 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[Junz_LJL's solution](#)

1991.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Junz_LJL's solution](#)

1992.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-05-25 · last AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[Junz_LJL's solution](#)

1993.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Junz_LJL's solution](#)

1994.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Junz_LJL's solution](#)

1995.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[Junz_LJL's solution](#)

1996.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Junz_LJL's solution](#)

1997.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[Junz_LJL's solution](#)

1998.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[Junz_LJL's solution](#)

1999.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graphs

[Junz_LJL's solution](#)

2000.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Junz_LJL's solution](#)

2001.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

2002.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Junz_LJL's solution](#)

2003.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

2004.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-18 · last AC: 2024-03-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

2005.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2024-02-29 · last AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

2006.

1582F2

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

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[Junz_LJL's solution](#)

2007.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Junz_LJL's solution](#)

2008.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Junz_LJL's solution](#)

2009.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Junz_LJL's solution](#)

2010.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2400 · first AC: 2024-02-02 · last AC: 2024-02-02 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[Junz_LJL's solution](#)

2011.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Junz_LJL's solution](#)

2012.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Junz_LJL's solution](#)

2013.

1629F2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games

[Junz_LJL's solution](#)

2014.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Junz_LJL's solution](#)

2015.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Junz_LJL's solution](#)

2016.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Junz_LJL's solution](#)

2017.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2023-12-29 · last AC: 2023-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[Junz_LJL's solution](#)

2018.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-19 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Junz_LJL's solution](#)

2019.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-07 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Junz_LJL's solution](#)

2020.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Junz_LJL's solution](#)

2021.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

2022.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[Junz_LJL's solution](#)

2023.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2023-12-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[Junz_LJL's solution](#)

2024.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

2025.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[Junz_LJL's solution](#)

2026.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2023-06-06 · last AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Junz_LJL's solution](#)

2027.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[Junz_LJL's solution](#)

2028.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-17 · last AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Junz_LJL's solution](#)

2029.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Junz_LJL's solution](#)

2030.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Junz_LJL's solution](#)

2031.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Junz_LJL's solution](#)

2032.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Junz_LJL's solution](#)

2033.

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Junz_LJL's solution](#)

2034.

1719F

[Tonya and Burenka-179](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[Junz_LJL's solution](#)

2035.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-10-14 · last AC: 2023-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[Junz_LJL's solution](#)

2036.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Junz_LJL's solution](#)

2037.

1754F

[The Beach](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Junz_LJL's solution](#)

2038.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Junz_LJL's solution](#)

2039.

1739E

[Cleaning Robot](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Junz_LJL's solution](#)

2040.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Junz_LJL's solution](#)

2041.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Junz_LJL's solution](#)

2042.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Junz_LJL's solution](#)

2043.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Junz_LJL's solution](#)

2044.

441E

[Valera and Number](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[Junz_LJL's solution](#)

2045.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

2046.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[Junz_LJL's solution](#)

2047.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Junz_LJL's solution](#)

2048.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-06-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Junz_LJL's solution](#)

2049.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2023-03-27 · last AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math

[Junz_LJL's solution](#)

2050.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Junz_LJL's solution](#)

2051.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[Junz_LJL's solution](#)

2052.

2101D

[Mani and Segments](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[Junz_LJL's solution](#)

2053.

2106G2

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

Quality: 611 global accepts · Rating: 2500 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, divide and conquer, implementation, interactive, trees

[Junz_LJL's solution](#)

2054.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Junz_LJL's solution](#)

2055.

2059E1

[Stop Gaming \(Easy Version\) · Tutorial](#)

Quality: 886 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, hashing, strings

[Junz_LJL's solution](#)

2056.

2056E

[Nested Segments · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[Junz_LJL's solution](#)

2057.

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Junz_LJL's solution](#)

2058.

1806D

[DSU Master · Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, dsu, math

[Junz_LJL's solution](#)

2059.

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Junz_LJL's solution](#)

2060.

425E

[Sereja and Sets · Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Junz_LJL's solution](#)

2061.

1174E

[Ehab and the Expected GCD Problem · Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Junz_LJL's solution](#)

2062.

2029F

[Palindrome Everywhere · Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Junz_LJL's solution](#)

2063.

1712E2

[LCM Sum \(hard version\) · Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Junz_LJL's solution](#)

2064.

2026E

[Best Subsequence · Tutorial](#)

Quality: 2,016 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[Junz_LJL's solution](#)

2065.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Junz_LJL's solution](#)

2066.

2021E2

[Digital Village \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 2500 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, graphs, math, trees

[Junz_LJL's solution](#)

2067.

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, games, greedy, implementation

[Junz_LJL's solution](#)

2068.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[Junz_LJL's solution](#)

2069.

551E

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

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2024-07-27 · last AC: 2024-07-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Junz_LJL's solution](#)

2070.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2023-12-06 · last AC: 2024-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Junz_LJL's solution](#)

2071.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

2072.

1986G2

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

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-06-24 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[Junz_LJL's solution](#)

2073.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

2074.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-16 · last AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Junz_LJL's solution](#)

2075.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-06-03 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[Junz_LJL's solution](#)

2076.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2024-05-19 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, sortings

[Junz_LJL's solution](#)

2077.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-06-01 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Junz_LJL's solution](#)

2078.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[Junz_LJL's solution](#)

2079.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Junz_LJL's solution](#)

2080.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[Junz_LJL's solution](#)

2081.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation

[Junz_LJL's solution](#)

2082.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[Junz_LJL's solution](#)

2083.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[Junz_LJL's solution](#)

2084.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Junz_LJL's solution](#)

2085.

1956E1

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

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-15 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Junz_LJL's solution](#)

2086.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Junz_LJL's solution](#)

2087.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[Junz_LJL's solution](#)

2088.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Junz_LJL's solution](#)

2089.

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

2090.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[Junz_LJL's solution](#)

2091.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[Junz_LJL's solution](#)

2092.

1946F

[Nobody is needed](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, dp

[Junz_LJL's solution](#)

2093.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Junz_LJL's solution](#)

2094.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Junz_LJL's solution](#)

2095.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[Junz_LJL's solution](#)

2096.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings

[Junz_LJL's solution](#)

2097.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[Junz_LJL's solution](#)

2098.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[Junz_LJL's solution](#)

2099.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

2100.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Junz_LJL's solution](#)

2101.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2023-12-25 · last AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Junz_LJL's solution](#)

2102.

1647E

[Madoka and the Sixth-graders](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy

[Junz_LJL's solution](#)

2103.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2023-11-23 · last AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[Junz_LJL's solution](#)

2104.

1678F

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

Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Junz_LJL's solution](#)

2105.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-11-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Junz_LJL's solution](#)

2106.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-11-07 · last AC: 2023-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Junz_LJL's solution](#)

2107.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[Junz_LJL's solution](#)

2108.

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[Junz_LJL's solution](#)

2109.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[Junz_LJL's solution](#)

2110.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Junz_LJL's solution](#)

2111.

2104F

[Numbers and Strings](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Junz_LJL's solution](#)

2112.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[Junz_LJL's solution](#)

2113.

2084G1

[Wish Upon a Satellite \(Easy Version\) · Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Junz_LJL's solution](#)

2114.

2085F1

[Serval and Colorful Array \(Easy Version\) · Tutorial](#)

Quality: 784 global accepts · Rating: 2600 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

2115.

2053F

[Earnest Matrix Complement · Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[Junz_LJL's solution](#)

2116.

1530F

[Bingo · Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Junz_LJL's solution](#)

2117.

1264D1

[Beautiful Bracket Sequence \(easy version\) · Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Junz_LJL's solution](#)

2118.

1592F1

[Alice and Recoloring 1 · Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

2119.

755F

[PolandBall and Gifts · Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Junz_LJL's solution](#)

2120.

1469F

[Power Sockets · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy

[Junz_LJL's solution](#)

2121.

2003E1

[Turtle and Inversions \(Easy Version\) · Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Junz_LJL's solution](#)

2122.

2004F

[Make a Palindrome · Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-17 · last AC: 2024-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[Junz_LJL's solution](#)

2123.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Junz_LJL's solution](#)

2124.

1982F

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

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[Junz_LJL's solution](#)

2125.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-01 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[Junz_LJL's solution](#)

2126.

1975F

[Set](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-27 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[Junz_LJL's solution](#)

2127.

1977E

[Tensor](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2024-05-28 · last AC: 2024-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[Junz_LJL's solution](#)

2128.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Junz_LJL's solution](#)

2129.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Junz_LJL's solution](#)

2130.

1515F

[Phoenix and Earthquake](#) · [Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Junz_LJL's solution](#)

2131.

1957F1

[Frequency Mismatch \(Easy Version\)](#) · [Tutorial](#)

Quality: 664 global accepts · Rating: 2600 · first AC: 2024-04-22 · last AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, hashing, probabilities, trees

[Junz_LJL's solution](#)

2132.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Junz_LJL's solution](#)

2133.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Junz_LJL's solution](#)

2134.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[Junz_LJL's solution](#)

2135.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math, number theory

[Junz_LJL's solution](#)

2136.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Junz_LJL's solution](#)

2137.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2024-02-12 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[Junz_LJL's solution](#)

2138.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Junz_LJL's solution](#)

2139.

1686E

[Bring Balance](#) · [Tutorial](#)

Rating: 2600 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Junz_LJL's solution](#)

2140.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Junz_LJL's solution](#)

2141.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Junz_LJL's solution](#)

2142.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-23 · last AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Junz_LJL's solution](#)

2143.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Junz_LJL's solution](#)

2144.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

2145.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2023-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Junz_LJL's solution](#)

2146.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Junz_LJL's solution](#)

2147.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Junz_LJL's solution](#)

2148.

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Junz_LJL's solution](#)

2149.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Junz_LJL's solution](#)

2150.

2043F

[Nim](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2700 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Junz_LJL's solution](#)

2151.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2024-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Junz_LJL's solution](#)

2152.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Junz_LJL's solution](#)**2153.**

2025F

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

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2024-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Junz_LJL's solution](#)**2154.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2024-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Junz_LJL's solution](#)**2155.**

2009G3

[Yunli's Subarray Queries \(extreme version\)](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation

[Junz_LJL's solution](#)**2156.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Junz_LJL's solution](#)**2157.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation

[Junz_LJL's solution](#)**2158.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2024-07-16 · last AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Junz_LJL's solution](#)**2159.**

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[Junz_LJL's solution](#)**2160.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[Junz_LJL's solution](#)**2161.**

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Junz_LJL's solution](#)

2162.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Junz_LJL's solution](#)

2163.

1957F2

[Frequency Mismatch \(Hard Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2700 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, probabilities, trees

[Junz_LJL's solution](#)

2164.

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2024-04-15 · last AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[Junz_LJL's solution](#)

2165.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Junz_LJL's solution](#)

2166.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2700 · first AC: 2024-04-08 · last AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Junz_LJL's solution](#)

2167.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-18 · last AC: 2024-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[Junz_LJL's solution](#)

2168.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[Junz_LJL's solution](#)

2169.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2024-01-09 · last AC: 2024-01-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Junz_LJL's solution](#)

2170.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-05-31 · last AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

2171.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Junz_LJL's solution](#)

2172.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Junz_LJL's solution](#)

2173.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2023-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[Junz_LJL's solution](#)

2174.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2700 · first AC: 2023-11-24 · last AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Junz_LJL's solution](#)

2175.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[Junz_LJL's solution](#)

2176.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2023-10-09 · last AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Junz_LJL's solution](#)

2177.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[Junz_LJL's solution](#)

2178.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[Junz_LJL's solution](#)

2179.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[Junz_LJL's solution](#)

2180.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[Junz_LJL's solution](#)

2181.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, trees

[Junz_LJL's solution](#)

2182.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[Junz_LJL's solution](#)

2183.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[Junz_LJL's solution](#)

2184.

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-01-02 · last AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Junz_LJL's solution](#)

2185.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[Junz_LJL's solution](#)

2186.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[Junz_LJL's solution](#)

2187.

1993F2

[Dyn-scripted Robot \(Hard Version\)](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2024-08-10 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Junz_LJL's solution](#)

2188.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-05-31 · last AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees

[Junz_LJL's solution](#)

2189.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[Junz_LJL's solution](#)

2190.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Junz_LJL's solution](#)

2191.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Junz_LJL's solution](#)

2192.

1546E

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

Rating: 2800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Junz_LJL's solution](#)

2193.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Junz_LJL's solution](#)

2194.

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[Junz_LJL's solution](#)

2195.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-02-22 · last AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[Junz_LJL's solution](#)

2196.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Junz_LJL's solution](#)

2197.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Junz_LJL's solution](#)

2198.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2023-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

2199.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-12-22 · last AC: 2023-12-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Junz_LJL's solution](#)

2200.

2111G

[Divisible Subarrays](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2025-06-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Junz_LJL's solution](#)

2201.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Junz_LJL's solution](#)

2202.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[Junz_LJL's solution](#)

2203.

2085F2

[Serval and Colorful Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Junz_LJL's solution](#)

2204.

2059E2

[Stop Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2900 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, hashing, strings

[Junz_LJL's solution](#)

2205.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Junz_LJL's solution](#)

2206.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

2207.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[Junz_LJL's solution](#)

2208.

2030G1

[The Destruction of the Universe \(Easy Version\)](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-21 · last AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Junz_LJL's solution](#)

2209.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-22 · last AC: 2024-08-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[Junz_LJL's solution](#)

2210.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-08-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[Junz_LJL's solution](#)

2211.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks
[Junz_LJL's solution](#)

2212.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings, two pointers
[Junz_LJL's solution](#)

2213.

1501F

[Tiles for Bathroom](#) · [Tutorial](#)

Rating: 2900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[Junz_LJL's solution](#)

2214.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[Junz_LJL's solution](#)

2215.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation
[Junz_LJL's solution](#)

2216.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, flows
[Junz_LJL's solution](#)

2217.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees
[Junz_LJL's solution](#)

2218.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Junz_LJL's solution](#)

2219.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[Junz_LJL's solution](#)

2220.

2086F

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

Quality: 142 global accepts · Rating: 3000 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive
[Junz_LJL's solution](#)

2221.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[Junz_LJL's solution](#)

2222.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2024-12-30 · last AC: 2024-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[Junz_LJL's solution](#)

2223.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 3000 · first AC: 2024-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows

[Junz_LJL's solution](#)

2224.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Junz_LJL's solution](#)

2225.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

2226.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[Junz_LJL's solution](#)

2227.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2024-04-16 · last AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Junz_LJL's solution](#)

2228.

2118F

[Shifts and Swaps](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3100 · first AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, hashing, trees

[Junz_LJL's solution](#)

2229.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Junz_LJL's solution](#)

2230.

2096F

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

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[Junz_LJL's solution](#)

2231.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Junz_LJL's solution](#)

2232.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[Junz_LJL's solution](#)

2233.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Junz_LJL's solution](#)

2234.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[Junz_LJL's solution](#)

2235.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-12-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Junz_LJL's solution](#)

2236.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Junz_LJL's solution](#)

2237.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[Junz_LJL's solution](#)

2238.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-05-14 · last AC: 2024-05-14 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[Junz_LJL's solution](#)

2239.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, interactive

[Junz_LJL's solution](#)

2240.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-07 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[Junz_LJL's solution](#)

2241.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-09-29 · last AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Junz_LJL's solution](#)

2242.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-07-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Junz_LJL's solution](#)

2243.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory

[Junz_LJL's solution](#)

2244.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)

2245.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Junz_LJL's solution](#)

2246.

2018E2

[Complex Segments \(Hard Version\)](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Junz_LJL's solution](#)

2247.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2024-09-27 · last AC: 2024-09-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Junz_LJL's solution](#)

2248.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[Junz_LJL's solution](#)

2249.

2013F2

[Game in Tree \(Hard Version\)](#) · [Tutorial](#)

Quality: 161 global accepts · Rating: 3500 · first AC: 2024-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[Junz_LJL's solution](#)

2250.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[Junz_LJL's solution](#)

2251.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Junz_LJL's solution](#)

2252.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2253.

105870B

[Mashup](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2254.

105486B

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

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

[Junz_LJL's solution](#)

2255.

105486I

[Good Partitions](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2256.

105486J

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

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

[Junz_LJL's solution](#)

2257.

105486G

[Expanding Array](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2258.

105486A

[Arrow a Row](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2259.

105486L

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

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

[Junz_LJL's solution](#)

2260.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2261.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2262.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2263.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2264.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2265.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Junz_LJL's solution](#)

2266.

105229D

[T](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2267.

105229G

[C](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2268.

105229L

[b](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2269.

105229K

[e](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2270.

105229M

[N](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2271.

105229A

[e](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2272.

105229J

[g](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2273.

105229E

[Euler's totient](#)

Rating: — · first AC: 2024-06-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2274.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2275.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2276.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2277.

105231J

[Magic Mahjong](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2278.

105231G

[Multiples of 5](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2279.

105231K

[Magic Tree](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2280.

105231C

[Liar](#) · [Tutorial](#)

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

[Junz_LJL's solution](#)

2281.

105231A

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

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

[Junz_LJL's solution](#)

2282.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[Junz_LJL's solution](#)

2283.

101191K

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2284.

100633F

[Beautiful sums](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-07 · last AC: 2023-12-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2285.

103415C

[Necklace](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2286.

103415J

[Cafeteria](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2287.

103415H

[Three Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2288.

103415I

[Pudding Store](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2289.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2290.

103446D

[Strange Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2291.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2292.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2293.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2294.

103186I

[Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2295.

103186H

[ž!Táv, Alš~šv](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2296.

103186K

[Alice and Bob-2](#) · Tutorial

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2297.

103186D

[Zztrans v, šieš! qg](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2298.

103186J

[Alice and Bob-1](#) · Tutorial

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2299.

103186E

[Zztrans v, šieš! qg](#)

Rating: — · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2300.

103186G

[ž!Táv, Alš~šv](#)

Rating: — · first AC: 2023-11-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2301.

103186C

[\ A · šieš! qg < ō](#)

Rating: — · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2302.

103186A

[\ A · šieš! qg < ō](#)

Rating: — · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2303.

103470H

[Crystalfly](#) · Tutorial

Rating: — · first AC: 2023-11-20 · last AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2304.

103470E

[Paimon Segment Tree](#) · Tutorial

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2305.

103470C

[Klee in Solitary Confinement](#) · Tutorial

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2306.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2307.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2308.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-27 · last AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2309.

104385J

[Function](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2310.

104385C

[Battle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2311.

104385K

[Split](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2312.

104385I

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2313.

104385A

[Drill Wood to Make Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2314.

104385L

[Zhang Fei Threading Needles - Thick with Fine](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2315.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2316.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2317.

104053L

[Station of Fate](#) · Tutorial

Rating: — · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2318.

103941C

[Serval v. ToSw](#) (ThH)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2319.

103941K

[Y To Qye p](#)

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2320.

103941B

[Hash](#) · Tutorial

Rating: — · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2321.

103941J

[Mex Tree](#) · Tutorial

Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2322.

103941F

[-AETONKTC](#)

Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2323.

103941G

[Mocha N T'sidf](#)

Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2324.

103941E

[Serval v. ToSa](#)

Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2325.

103941A

[Mocha N T'sidf](#)

Rating: — · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2326.

104354G

[Toxel N T'W&u;](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2327.

104354C

[Toxel N T'gripu b Vh](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2328.

104354K

[c++14](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2329.

104354E

[c++17](#)

Rating: — · first AC: 2023-05-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2330.

104354B

[Art for Rest](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2331.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2332.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2333.

104354A

[Asm13SW](#)

Rating: — · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2334.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2335.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2336.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2337.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2338.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2339.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · last AC: 2023-03-24 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2340.

104101A

[OP](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2341.

104081G

[cTubSSa](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2342.

104081H

[cDutaryNKeA](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2343.

104081I

[Tutrial](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2344.

104081L

[Tutrial](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2345.

104081A

[QIenja](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2346.

104081C

[mKtjrial](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2347.

104081E

[w30Eal](#)

Rating: — · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2348.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2349.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2350.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2351.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2352.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2353.

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2354.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2355.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2356.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2357.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2358.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2359.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2360.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++20 (GCC 11-64) (first AC) · Tags: —

[Junz_LJL's solution](#)

2361.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2362.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2363.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2364.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2365.

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2366.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2367.

104128I

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

Rating: — · first AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2368.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2369.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2370.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[Junz_LJL's solution](#)

2371.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —

