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Unique solved — Ke Jie Go

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9.

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1743A

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1669D

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Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Ke Jie Go's solution](#)

101.

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,811 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Ke Jie Go's solution](#)

102.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[Ke Jie Go's solution](#)

103.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Ke Jie Go's solution](#)

104.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Ke Jie Go's solution](#)

105.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,336 global accepts · Rating: 1100 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

106.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[Ke Jie Go's solution](#)

107.

1744D

[Divisibility by \$2^n\$](#) · Tutorial

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ke Jie Go's solution](#)

108.

1742E

[Scuza](#) · Tutorial

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[Ke Jie Go's solution](#)

109.

1354B

[Ternary String](#) · Tutorial

Quality: 35,290 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Ke Jie Go's solution](#)

110.

131B

[Opposites Attract](#) · Tutorial

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Ke Jie Go's solution](#)

111.

1671C

[Dolce Vita](#) · Tutorial

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[Ke Jie Go's solution](#)

112.

134A

[Average Numbers](#) · Tutorial

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Ke Jie Go's solution](#)

113.

1669G

[Fall Down](#) · Tutorial

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, implementation

[Ke Jie Go's solution](#)

114.

1669E

[2-Letter Strings](#) · Tutorial

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, strings

[Ke Jie Go's solution](#)

115.

1656C

[Make Equal With Mod](#) · Tutorial

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Ke Jie Go's solution](#)

116.

1657C

[Bracket Sequence Deletion](#) · Tutorial

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Ke Jie Go's solution](#)

117.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[Ke Jie Go's solution](#)

118.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation, sortings

[Ke Jie Go's solution](#)

119.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ke Jie Go's solution](#)

120.

2208C

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

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Ke Jie Go's solution](#)

121.

1711B

[Party](#) · [Tutorial](#)

Quality: 14,375 global accepts · Rating: 1300 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Ke Jie Go's solution](#)

122.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[Ke Jie Go's solution](#)

123.

135A

[Replacement](#) · [Tutorial](#)

Quality: 8,257 global accepts · Rating: 1300 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Ke Jie Go's solution](#)

124.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,121 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Ke Jie Go's solution](#)

125.

1668C

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

Rating: 1300 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Ke Jie Go's solution](#)

126.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[Ke Jie Go's solution](#)

127.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Ke Jie Go's solution](#)

128.

1650D

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

Quality: 14,717 global accepts · Rating: 1300 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Ke Jie Go's solution](#)

129.

1649B

[Game of Ball Passing](#) · [Tutorial](#)

Quality: 13,959 global accepts · Rating: 1300 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Ke Jie Go's solution](#)

130.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[Ke Jie Go's solution](#)

131.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[Ke Jie Go's solution](#)

132.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Ke Jie Go's solution](#)

133.

1604C

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

Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Ke Jie Go's solution](#)

134.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[Ke Jie Go's solution](#)

135.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,532 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Ke Jie Go's solution](#)

136.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy, implementation

[Ke Jie Go's solution](#)

137.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[Ke Jie Go's solution](#)

138.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Ke Jie Go's solution](#)

139.

1649C

[Weird Sum](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, matrices

[Ke Jie Go's solution](#)

140.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,308 global accepts · Rating: 1400 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[Ke Jie Go's solution](#)

141.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Ke Jie Go's solution](#)

142.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,507 global accepts · Rating: 1500 · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[Ke Jie Go's solution](#)

143.

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Ke Jie Go's solution](#)

144.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,266 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[Ke Jie Go's solution](#)

145.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,015 global accepts · Rating: 1500 · first AC: 2022-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Ke Jie Go's solution](#)

146.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, implementation

[Ke Jie Go's solution](#)

147.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2022-05-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[Ke Jie Go's solution](#)

148.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[Ke Jie Go's solution](#)

149.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,455 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[Ke Jie Go's solution](#)

150.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Ke Jie Go's solution](#)

151.

1708C

[Doremy's IQ](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Ke Jie Go's solution](#)

152.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs

[Ke Jie Go's solution](#)

153.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive

[Ke Jie Go's solution](#)

154.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[Ke Jie Go's solution](#)

155.

1678C

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[Ke Jie Go's solution](#)

156.

1353D

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

Quality: 20,280 global accepts · Rating: 1600 · first AC: 2022-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

[Ke Jie Go's solution](#)

157.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[Ke Jie Go's solution](#)

158.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[Ke Jie Go's solution](#)

159.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Ke Jie Go's solution](#)

160.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ke Jie Go's solution](#)

161.

1743D

[Problem with Random Tests](#) · [Tutorial](#)

Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, probabilities

[Ke Jie Go's solution](#)

162.

1699C

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

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ke Jie Go's solution](#)

163.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Ke Jie Go's solution](#)

164.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,057 global accepts · Rating: 1700 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[Ke Jie Go's solution](#)

165.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,166 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Ke Jie Go's solution](#)

166.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, strings

[Ke Jie Go's solution](#)

167.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Ke Jie Go's solution](#)

168.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Ke Jie Go's solution](#)

169.

2208D1

[Tree Orientation \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[Ke Jie Go's solution](#)

170.

1709C

[Recover an RBS](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Ke Jie Go's solution](#)

171.

1678B2

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

Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[Ke Jie Go's solution](#)

172.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Ke Jie Go's solution](#)

173.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[Ke Jie Go's solution](#)

174.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1900 · first AC: 2022-09-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Ke Jie Go's solution](#)

175.

1708D

[Difference Array](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Ke Jie Go's solution](#)

176.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[Ke Jie Go's solution](#)

177.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-03-25 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Ke Jie Go's solution](#)

178.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Ke Jie Go's solution](#)

179.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-03-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Ke Jie Go's solution](#)

180.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[Ke Jie Go's solution](#)

181.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[Ke Jie Go's solution](#)

182.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[Ke Jie Go's solution](#)

183.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Ke Jie Go's solution](#)

184.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, shortest paths

[Ke Jie Go's solution](#)

185.

2208D2

[Tree Orientation \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,837 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Ke Jie Go's solution](#)

186.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[Ke Jie Go's solution](#)

187.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Ke Jie Go's solution](#)

188.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Ke Jie Go's solution](#)

189.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Ke Jie Go's solution](#)

190.

105158M

[guitar](#)

Rating: — · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

191.

105158B

[bk](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ke Jie Go's solution](#)

192.

105158J

[cRunTep](#)

Rating: — · first AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[Ke Jie Go's solution](#)

193.

105158F

[TyAW&N2](#)

Rating: — · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

194.

104354K

[cRunTep](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

195.

104354H

[Travel Begins](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

196.

104354F

[Art for Last](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

197.

104354C

[Toxel N](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

198.

104354A

[Asmin](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[Ke Jie Go's solution](#)

199.

103389A

[QINoigji](#)

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

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214.

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215.

1663B

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Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, divide and conquer, implementation, math

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216.

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217.

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