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Unique solved — Kevin114514

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- 1.**
2211A
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- 2.**
2207A
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2178A
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2180A
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2164A
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2161A
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2152A
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13.

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15.

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33.

1734A

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34.

1881A

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38.

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42.

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62.

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88.

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89.

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1623A

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Quality: 20,720 global accepts · Rating: 800 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[Kevin114514's solution](#)

101.

1619B

[Squares and Cubes](#) · [Tutorial](#)

Quality: 32,944 global accepts · Rating: 800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

102.

1619A

[Square String?](#) · [Tutorial](#)

Quality: 62,813 global accepts · Rating: 800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

103.

1620A

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

Quality: 23,154 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, implementation

[Kevin114514's solution](#)

104.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,835 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kevin114514's solution](#)

105.

1618A

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

Quality: 34,378 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[Kevin114514's solution](#)

106.

1617A

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

Quality: 17,007 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kevin114514's solution](#)

107.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

108.

1611B

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

Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[Kevin114514's solution](#)

109.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,411 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

110.

443A

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

Quality: 112,022 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

111.

1328A

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

Quality: 131,886 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kevin114514's solution](#)

112.

144A

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

Quality: 121,374 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kevin114514's solution](#)

113.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,379 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kevin114514's solution](#)

114.

469A

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

Quality: 121,183 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

115.

228A

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

Quality: 139,779 global accepts · Rating: 800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kevin114514's solution](#)

116.

1614A

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

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kevin114514's solution](#)

117.

61A

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

Quality: 136,192 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

118.

486A

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

Quality: 154,116 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

119.

467A

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

Quality: 155,911 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

120.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,702 global accepts · Rating: 800 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Kevin114514's solution](#)

121.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,417 global accepts · Rating: 800 · first AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

122.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,645 global accepts · Rating: 800 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

123.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

124.

1604A

[Era](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 800 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Kevin114514's solution](#)

125.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kevin114514's solution](#)

126.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Kevin114514's solution](#)

127.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,538 global accepts · Rating: 800 · first AC: 2021-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kevin114514's solution](#)

128.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,641 global accepts · Rating: 800 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Kevin114514's solution](#)

129.

1561A

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

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, sortings

[Kevin114514's solution](#)

130.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,715 global accepts · Rating: 800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

131.

1569A

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

Quality: 26,553 global accepts · Rating: 800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

132.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

133.

1573A

[Countdown](#) · [Tutorial](#)

Quality: 21,951 global accepts · Rating: 800 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[Kevin114514's solution](#)

134.

1592A

[Gamer Hemose](#) · [Tutorial](#)

Quality: 23,791 global accepts · Rating: 800 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[Kevin114514's solution](#)

135.

1579A

[Casimir's String Solitaire](#) · [Tutorial](#)

Quality: 41,988 global accepts · Rating: 800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[Kevin114514's solution](#)

136.

1581A

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

Quality: 14,276 global accepts · Rating: 800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[Kevin114514's solution](#)

137.

1574A

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

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

[Kevin114514's solution](#)

138.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,211 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[Kevin114514's solution](#)

139.

1566A

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

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[Kevin114514's solution](#)

140.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kevin114514's solution](#)

141.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,994 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

142.

1560A

[Dislike of Threes](#) · [Tutorial](#)

Quality: 73,506 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

143.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,801 global accepts · Rating: 800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kevin114514's solution](#)

144.

1551B1

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

Quality: 31,323 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, strings

[Kevin114514's solution](#)

145.

1551A

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

Quality: 58,341 global accepts · Rating: 800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

146.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,260 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

147.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

148.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,151 global accepts · Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

149.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

150.

1519B

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

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Kevin114514's solution](#)

151.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

152.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

153.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

154.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,527 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[Kevin114514's solution](#)

155.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,734 global accepts · Rating: 800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kevin114514's solution](#)

156.

1473A

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

Quality: 37,421 global accepts · Rating: 800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[Kevin114514's solution](#)

157.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

158.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

159.

59A

[Word](#) · [Tutorial](#)

Quality: 227,881 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

160.

110A

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

Quality: 199,472 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

161.

266B

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

Quality: 166,057 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[Kevin114514's solution](#)

162.

116A

[Tram](#) · [Tutorial](#)

Quality: 176,531 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

163.

546A

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

Quality: 235,162 global accepts · Rating: 800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kevin114514's solution](#)

164.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 278,961 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[Kevin114514's solution](#)

165.

266A

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

Quality: 244,503 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

166.

281A

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

Quality: 270,929 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

167.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,280 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[Kevin114514's solution](#)

168.

112A

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

Quality: 287,199 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

169.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,192 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

170.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,638 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

171.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,403 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[Kevin114514's solution](#)

172.

231A

[Team](#) · [Tutorial](#)

Quality: 430,172 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[Kevin114514's solution](#)

173.

71A

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

Quality: 503,143 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: strings
[Kevin114514's solution](#)

174.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,673 global accepts · Rating: 800 · first AC: 2020-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[Kevin114514's solution](#)

175.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[Kevin114514's solution](#)

176.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Kevin114514's solution](#)

177.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,871 global accepts · Rating: 800 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[Kevin114514's solution](#)

178.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,442 global accepts · Rating: 800 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[Kevin114514's solution](#)

179.

1348A

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

Quality: 42,845 global accepts · Rating: 800 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[Kevin114514's solution](#)

180.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,906 global accepts · Rating: 800 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[Kevin114514's solution](#)

181.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, number theory
[Kevin114514's solution](#)

182.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Kevin114514's solution](#)

183.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,791 global accepts · Rating: 800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

184.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

185.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

186.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,337 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

187.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,078 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Kevin114514's solution](#)

188.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,576 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

189.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,298 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

190.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,488 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

191.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,888 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

192.

595A

[Vitaly and Night](#) · [Tutorial](#)

Quality: 15,502 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

193.

509A

[Maximum in Table](#) · [Tutorial](#)

Quality: 44,122 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

194.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,935 global accepts · Rating: 800 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

195.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

196.

177A2

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 8,564 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

197.

177A1

[Good Matrix Elements](#) · [Tutorial](#)

Quality: 11,501 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

198.

581A

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

Quality: 84,948 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

199.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,386 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

200.

677A

[Vanya and Fence](#) · [Tutorial](#)

Quality: 180,557 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

201.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,311 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

202.

734A

[Anton and Danik](#) · [Tutorial](#)

Quality: 195,482 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

203.

617A

[Elephant](#) · [Tutorial](#)

Quality: 249,082 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

204.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,920 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

205.

1281A

[Suffix Three](#) · [Tutorial](#)

Quality: 18,924 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

206.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,647 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

207.

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,629 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

208.

1223A

[CME](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

209.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,796 global accepts · Rating: 800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings, strings

[Kevin114514's solution](#)

210.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,664 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[Kevin114514's solution](#)

211.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,231 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

212.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,801 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

213.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,339 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

214.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,052 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

215.

785A

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

Quality: 110,939 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

216.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,057 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

217.

791A

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

Quality: 257,177 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

218.

1030A

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

Quality: 171,436 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

219.

977A

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

Quality: 217,448 global accepts · Rating: 800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

220.

1284A

[New Year and Naming](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

221.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,552 global accepts · Rating: 800 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

222.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

223.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,809 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[Kevin114514's solution](#)

224.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Kevin114514's solution](#)

225.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,452 global accepts · Rating: 800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

226.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,968 global accepts · Rating: 800 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

227.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,754 global accepts · Rating: 800 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

228.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

229.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,496 global accepts · Rating: 800 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: implementation

[Kevin114514's solution](#)

230.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Kevin114514's solution](#)

231.

2110B

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

Quality: 27,341 global accepts · Rating: 900 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Kevin114514's solution](#)

232.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,748 global accepts · Rating: 900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

233.

2048B

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

Quality: 20,649 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

234.

2035B

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

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kevin114514's solution](#)

235.

1971C

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

Quality: 41,571 global accepts · Rating: 900 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: implementation

[Kevin114514's solution](#)

236.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,567 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[Kevin114514's solution](#)

237.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,703 global accepts · Rating: 900 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math
[Kevin114514's solution](#)

238.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,910 global accepts · Rating: 900 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory
[Kevin114514's solution](#)

239.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: math
[Kevin114514's solution](#)

240.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[Kevin114514's solution](#)

241.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,888 global accepts · Rating: 900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[Kevin114514's solution](#)

242.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[Kevin114514's solution](#)

243.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices
[Kevin114514's solution](#)

244.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,159 global accepts · Rating: 900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[Kevin114514's solution](#)

245.

1696B

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

Quality: 36,306 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[Kevin114514's solution](#)

246.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,825 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Kevin114514's solution](#)

247.

1609A

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

Quality: 18,894 global accepts · Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[Kevin114514's solution](#)

248.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 900 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

249.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,436 global accepts · Rating: 900 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kevin114514's solution](#)

250.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,470 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings

[Kevin114514's solution](#)

251.

1582B

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

Quality: 33,356 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Kevin114514's solution](#)

252.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,637 global accepts · Rating: 900 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[Kevin114514's solution](#)

253.

1535B

[Array Reordering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[Kevin114514's solution](#)

254.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 900 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

255.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,981 global accepts · Rating: 900 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

256.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,065 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Kevin114514's solution](#)

257.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: games

[Kevin114514's solution](#)

258.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,889 global accepts · Rating: 900 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

259.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

260.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-04-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

261.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math

[Kevin114514's solution](#)

262.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

263.

1324A

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

Quality: 27,312 global accepts · Rating: 900 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Kevin114514's solution](#)

264.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kevin114514's solution](#)

265.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

266.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,693 global accepts · Rating: 900 · first AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

267.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings

[Kevin114514's solution](#)

268.

1295A

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

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kevin114514's solution](#)

269.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

270.

622B

[The Time](#) · [Tutorial](#)

Quality: 10,958 global accepts · Rating: 900 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

271.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,026 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[Kevin114514's solution](#)

272.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,908 global accepts · Rating: 900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[Kevin114514's solution](#)

273.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 900 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[Kevin114514's solution](#)

274.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,248 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

275.

2147B

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

Quality: 16,953 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

276.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,158 global accepts · Rating: 1000 · first AC: 2019-07-11 · last AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

277.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

278.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,267 global accepts · Rating: 1000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Kevin114514's solution](#)

279.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

280.

2039B

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

Quality: 17,293 global accepts · Rating: 1000 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Kevin114514's solution](#)

281.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Kevin114514's solution](#)

282.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Kevin114514's solution](#)

283.

1906A

[Easy As ABC](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[Kevin114514's solution](#)

284.

1861B

[Two Binary Strings](#) · [Tutorial](#)

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kevin114514's solution](#)

285.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,359 global accepts · Rating: 1000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kevin114514's solution](#)

286.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kevin114514's solution](#)

287.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

288.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

289.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

290.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,260 global accepts · Rating: 1000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Kevin114514's solution](#)

291.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Kevin114514's solution](#)

292.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

293.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kevin114514's solution](#)

294.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,879 global accepts · Rating: 1000 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

295.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[Kevin114514's solution](#)

296.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,600 global accepts · Rating: 1000 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

297.

1713B

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

Quality: 22,688 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Kevin114514's solution](#)

298.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,907 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

299.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,017 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[Kevin114514's solution](#)

300.

1674C

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

Quality: 26,354 global accepts · Rating: 1000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation,

strings

[Kevin114514's solution](#)

301.

1632B

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

Quality: 31,529 global accepts · Rating: 1000 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Kevin114514's solution](#)

302.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,086 global accepts · Rating: 1000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

303.

1620B

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

Quality: 31,467 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[Kevin114514's solution](#)

304.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[Kevin114514's solution](#)

305.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

306.

1614B

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

Quality: 29,024 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[Kevin114514's solution](#)

307.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1000 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

308.

1607C

[Minimum Extraction](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[Kevin114514's solution](#)

309.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Kevin114514's solution](#)

310.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,937 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

311.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,919 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[Kevin114514's solution](#)

312.

1562B

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

Quality: 20,542 global accepts · Rating: 1000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[Kevin114514's solution](#)

313.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,199 global accepts · Rating: 1000 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

314.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Kevin114514's solution](#)

315.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,861 global accepts · Rating: 1000 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

316.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[Kevin114514's solution](#)

317.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

318.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Kevin114514's solution](#)

319.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,868 global accepts · Rating: 1000 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

320.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,129 global accepts · Rating: 1000 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Kevin114514's solution](#)

321.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,089 global accepts · Rating: 1000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[Kevin114514's solution](#)

322.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

323.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

324.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[Kevin114514's solution](#)

325.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,047 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Kevin114514's solution](#)

326.

1300B

[Assigning to Classes](#) · [Tutorial](#)

Quality: 25,911 global accepts · Rating: 1000 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Kevin114514's solution](#)

327.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Kevin114514's solution](#)

328.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Kevin114514's solution](#)

329.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 1000 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

330.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

331.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1000 · first AC: 2019-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[Kevin114514's solution](#)

332.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

333.

124A

[The number of positions](#) · [Tutorial](#)

Quality: 44,202 global accepts · Rating: 1000 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: math

[Kevin114514's solution](#)

334.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,850 global accepts · Rating: 1000 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, strings

[Kevin114514's solution](#)

335.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,610 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Kevin114514's solution](#)

336.

2183B

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

Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

337.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,497 global accepts · Rating: 1100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

338.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Kevin114514's solution](#)

339.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

340.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,613 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Kevin114514's solution](#)

341.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,552 global accepts · Rating: 1100 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, sortings, strings

[Kevin114514's solution](#)

342.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,531 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

343.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,812 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[Kevin114514's solution](#)

344.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,612 global accepts · Rating: 1100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Kevin114514's solution](#)

345.

1842B

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

Quality: 25,530 global accepts · Rating: 1100 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Kevin114514's solution](#)

346.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[Kevin114514's solution](#)

347.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,890 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kevin114514's solution](#)

348.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

349.

1700B

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

Quality: 19,885 global accepts · Rating: 1100 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[Kevin114514's solution](#)

350.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[Kevin114514's solution](#)

351.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Kevin114514's solution](#)

352.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,254 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[Kevin114514's solution](#)

353.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[Kevin114514's solution](#)

354.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[Kevin114514's solution](#)

355.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,395 global accepts · Rating: 1100 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[Kevin114514's solution](#)

356.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

357.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,333 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kevin114514's solution](#)

358.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

359.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,802 global accepts · Rating: 1100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

360.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,886 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Kevin114514's solution](#)

361.

1574B

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

Quality: 18,220 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Kevin114514's solution](#)

362.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[Kevin114514's solution](#)

363.

192B

[Walking in the Rain](#) · [Tutorial](#)

Quality: 6,799 global accepts · Rating: 1100 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

364.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,352 global accepts · Rating: 1100 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Kevin114514's solution](#)

365.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

366.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,396 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[Kevin114514's solution](#)

367.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,906 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

368.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[Kevin114514's solution](#)

369.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kevin114514's solution](#)

370.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,512 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[Kevin114514's solution](#)

371.

1324B

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

Quality: 30,791 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[Kevin114514's solution](#)

372.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Kevin114514's solution](#)

373.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Kevin114514's solution](#)

374.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1100 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Kevin114514's solution](#)

375.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

376.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 1100 · first AC: 2019-06-10 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

377.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,693 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Kevin114514's solution](#)

378.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,598 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

379.

2174A

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

Quality: 14,291 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Kevin114514's solution](#)

380.

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,548 global accepts · Rating: 1200 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Kevin114514's solution](#)

381.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,327 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

382.

2062C

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

Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Kevin114514's solution](#)

383.

2048C

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

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Kevin114514's solution](#)

384.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,518 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Kevin114514's solution](#)

385.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,381 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[Kevin114514's solution](#)

386.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

387.

1951B

[Battle Cows](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

388.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,943 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kevin114514's solution](#)

389.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,252 global accepts · Rating: 1200 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

390.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[Kevin114514's solution](#)

391.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1200 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Kevin114514's solution](#)

392.

1799B

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

Quality: 12,738 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kevin114514's solution](#)

393.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[Kevin114514's solution](#)

394.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

395.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kevin114514's solution](#)

396.

1713C

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

Quality: 18,870 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, math

[Kevin114514's solution](#)

397.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,786 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Kevin114514's solution](#)

398.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,425 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

399.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Kevin114514's solution](#)

400.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[Kevin114514's solution](#)

401.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

402.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,659 global accepts · Rating: 1200 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[Kevin114514's solution](#)

403.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

404.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,706 global accepts · Rating: 1200 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[Kevin114514's solution](#)

405.

1582C

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

Quality: 23,636 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[Kevin114514's solution](#)

406.

1586B

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

Rating: 1200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[Kevin114514's solution](#)

407.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers

[Kevin114514's solution](#)

408.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[Kevin114514's solution](#)

409.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,160 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[Kevin114514's solution](#)

410.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

411.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,802 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[Kevin114514's solution](#)

412.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[Kevin114514's solution](#)

413.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,042 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

414.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

415.

554B

[Ohana Cleans Up](#) · [Tutorial](#)

Quality: 10,864 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, strings

[Kevin114514's solution](#)

416.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[Kevin114514's solution](#)

417.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[Kevin114514's solution](#)

418.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[Kevin114514's solution](#)

419.

47B

[Coins](#) · [Tutorial](#)

Quality: 16,076 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

420.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,682 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

421.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math

[Kevin114514's solution](#)

422.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[Kevin114514's solution](#)

423.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kevin114514's solution](#)

424.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Kevin114514's solution](#)

425.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,283 global accepts · Rating: 1200 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, two pointers

[Kevin114514's solution](#)

426.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Kevin114514's solution](#)

427.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[Kevin114514's solution](#)

428.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

429.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

430.

920B

[Tea Queue](#) · [Tutorial](#)

Quality: 8,102 global accepts · Rating: 1200 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

431.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,893 global accepts · Rating: 1200 · first AC: 2019-01-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Kevin114514's solution](#)

432.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,096 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Kevin114514's solution](#)

433.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

434.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

435.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[Kevin114514's solution](#)

436.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Kevin114514's solution](#)

437.

1942C1

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

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Kevin114514's solution](#)

438.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,687 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation

[Kevin114514's solution](#)

439.

2144C

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

Quality: 14,987 global accepts · Rating: 1300 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

440.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[Kevin114514's solution](#)

441.

2124C

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

Quality: 14,590 global accepts · Rating: 1300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kevin114514's solution](#)

442.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kevin114514's solution](#)

443.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[Kevin114514's solution](#)

444.

1881D

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

Quality: 28,426 global accepts · Rating: 1300 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

445.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Kevin114514's solution](#)

446.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kevin114514's solution](#)

447.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

448.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Kevin114514's solution](#)

449.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Kevin114514's solution](#)

450.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,381 global accepts · Rating: 1300 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[Kevin114514's solution](#)

451.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

452.

932B

[Recursive Queries](#) · [Tutorial](#)

Quality: 9,260 global accepts · Rating: 1300 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar

[Kevin114514's solution](#)

453.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Kevin114514's solution](#)

454.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Kevin114514's solution](#)

455.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kevin114514's solution](#)

456.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,750 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Kevin114514's solution](#)

457.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[Kevin114514's solution](#)

458.

1618D

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

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[Kevin114514's solution](#)

459.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kevin114514's solution](#)

460.

1607D

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

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[Kevin114514's solution](#)

461.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Kevin114514's solution](#)

462.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Kevin114514's solution](#)

463.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,412 global accepts · Rating: 1300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Kevin114514's solution](#)

464.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

465.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

466.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Kevin114514's solution](#)

467.

1560D

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

Quality: 19,457 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[Kevin114514's solution](#)

468.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[Kevin114514's solution](#)

469.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,343 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[Kevin114514's solution](#)

470.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-06-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[Kevin114514's solution](#)

471.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Kevin114514's solution](#)

472.

1323C

[Unusual Competitions](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

473.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

474.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,245 global accepts · Rating: 1300 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

475.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kevin114514's solution](#)

476.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,158 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Kevin114514's solution](#)

477.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,199 global accepts · Rating: 1300 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

478.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2019-06-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

479.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[Kevin114514's solution](#)

480.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Kevin114514's solution](#)

481.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Kevin114514's solution](#)

482.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Kevin114514's solution](#)

483.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,826 global accepts · Rating: 1400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

484.

2084C

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

Quality: 11,708 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Kevin114514's solution](#)

485.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[Kevin114514's solution](#)

486.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Kevin114514's solution](#)

487.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,983 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Kevin114514's solution](#)

488.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[Kevin114514's solution](#)

489.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Kevin114514's solution](#)

490.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Kevin114514's solution](#)

491.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,054 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

492.

1967A

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

Quality: 14,938 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[Kevin114514's solution](#)

493.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,703 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, sortings

[Kevin114514's solution](#)

494.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

495.

1919C

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

Quality: 28,573 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)

496.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[Kevin114514's solution](#)

497.

1887A1

[Dances \(Easy version\)](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Kevin114514's solution](#)

498.

1866B

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

Quality: 9,180 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kevin114514's solution](#)

499.

1863D

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

Quality: 10,765 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

500.

1854A1

[Dual \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

501.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[Kevin114514's solution](#)

502.

516A

[Drazil and Factorial](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math

[Kevin114514's solution](#)

503.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[Kevin114514's solution](#)

504.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

505.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

506.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Kevin114514's solution](#)

507.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Kevin114514's solution](#)

508.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

509.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kevin114514's solution](#)

510.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[Kevin114514's solution](#)

511.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Kevin114514's solution](#)

512.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Kevin114514's solution](#)

513.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[Kevin114514's solution](#)

514.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,241 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[Kevin114514's solution](#)

515.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[Kevin114514's solution](#)

516.

1605C

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

Quality: 18,854 global accepts · Rating: 1400 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation,

strings

[Kevin114514's solution](#)

517.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[Kevin114514's solution](#)

518.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,573 global accepts · Rating: 1400 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[Kevin114514's solution](#)

519.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 1400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kevin114514's solution](#)

520.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings

[Kevin114514's solution](#)

521.

1551B2

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

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

522.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[Kevin114514's solution](#)

523.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

524.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,169 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[Kevin114514's solution](#)

525.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Kevin114514's solution](#)

526.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

527.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[Kevin114514's solution](#)

528.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Kevin114514's solution](#)

529.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,137 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[Kevin114514's solution](#)

530.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,356 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[Kevin114514's solution](#)

531.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

532.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,452 global accepts · Rating: 1400 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Kevin114514's solution](#)

533.

1348B

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

Quality: 27,485 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Kevin114514's solution](#)

534.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,087 global accepts · Rating: 1400 · first AC: 2020-03-12 · last AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[Kevin114514's solution](#)

535.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,346 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Kevin114514's solution](#)

536.

1321B

[Journey Planning](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

537.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

538.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[Kevin114514's solution](#)

539.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-11-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[Kevin114514's solution](#)

540.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

541.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Kevin114514's solution](#)

542.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math

[Kevin114514's solution](#)

543.

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Kevin114514's solution](#)

544.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2019-07-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[Kevin114514's solution](#)

545.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,579 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

546.

2183D1

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

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kevin114514's solution](#)

547.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Kevin114514's solution](#)

548.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Kevin114514's solution](#)

549.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,951 global accepts · Rating: 1500 · first AC: 2025-05-31 · last AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Kevin114514's solution](#)

550.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Kevin114514's solution](#)

551.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kevin114514's solution](#)

552.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 1500 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: binary search, math, sortings

[Kevin114514's solution](#)

553.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Kevin114514's solution](#)

554.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,684 global accepts · Rating: 1500 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

555.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,840 global accepts · Rating: 1500 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[Kevin114514's solution](#)

556.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,473 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Kevin114514's solution](#)

557.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
[Kevin114514's solution](#)

558.

1842C

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

Quality: 16,492 global accepts · Rating: 1500 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Kevin114514's solution](#)

559.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy
[Kevin114514's solution](#)

560.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[Kevin114514's solution](#)

561.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
[Kevin114514's solution](#)

562.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,663 global accepts · Rating: 1500 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[Kevin114514's solution](#)

563.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[Kevin114514's solution](#)

564.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math
[Kevin114514's solution](#)

565.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[Kevin114514's solution](#)

566.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[Kevin114514's solution](#)

567.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,772 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math
[Kevin114514's solution](#)

568.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, shortest paths

[Kevin114514's solution](#)

569.

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

570.

1690E

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

Quality: 16,986 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[Kevin114514's solution](#)

571.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[Kevin114514's solution](#)

572.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Kevin114514's solution](#)

573.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

574.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,655 global accepts · Rating: 1500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

575.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[Kevin114514's solution](#)

576.

978D

[Almost Arithmetic Progression](#) · [Tutorial](#)

Quality: 9,954 global accepts · Rating: 1500 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[Kevin114514's solution](#)

577.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,351 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kevin114514's solution](#)

578.

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,540 global accepts · Rating: 1500 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings, strings

[Kevin114514's solution](#)

579.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[Kevin114514's solution](#)

580.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Kevin114514's solution](#)

581.

1066B

[Heaters](#) · [Tutorial](#)

Quality: 9,380 global accepts · Rating: 1500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Kevin114514's solution](#)

582.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Kevin114514's solution](#)

583.

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Kevin114514's solution](#)

584.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,494 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Kevin114514's solution](#)

585.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[Kevin114514's solution](#)

586.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Kevin114514's solution](#)

587.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Kevin114514's solution](#)

588.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[Kevin114514's solution](#)

589.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,125 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths

[Kevin114514's solution](#)

590.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[Kevin114514's solution](#)

591.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,562 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[Kevin114514's solution](#)

592.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[Kevin114514's solution](#)

593.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy

[Kevin114514's solution](#)

594.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[Kevin114514's solution](#)

595.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[Kevin114514's solution](#)

596.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[Kevin114514's solution](#)

597.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[Kevin114514's solution](#)

598.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,969 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search
[Kevin114514's solution](#)

599.

688C

[NP-Hard Problem](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Kevin114514's solution](#)

600.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2019-10-02 · last AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[Kevin114514's solution](#)

601.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2019-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
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602.

1186D

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603.

2207B

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604.

2207C

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605.

2181F

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Quality: 3,518 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
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606.

2129B

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607.

2084D

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608.

2048D

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Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

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609.

2018A

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610.

1971F

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Quality: 12,465 global accepts · Rating: 1600 · first AC: 2024-06-07 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

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611.

1861C

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612.

1857F

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613.

1849C

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[Kevin114514's solution](#)

614.

1801A

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Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

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615.

932C

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Quality: 4,239 global accepts · Rating: 1600 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

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616.

1787C

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Quality: 8,272 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

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617.

1779C

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Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

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618.

1774D

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619.

1753B

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620.

1707A

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621.

1698D

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622.

1633D

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623.

1623C

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624.

1609D

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625.

1607E

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626.

1603B

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627.

1582D

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628.

1593E

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629.

1566D2

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630.

1567C

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631.

1542C

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632.

1519D

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633.

1486C1

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634.

1481C

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635.

1396A

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636.

1389B

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637.

1373D

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638.

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1291C

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1295C

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1284C

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643.

7B

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646.

986A

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647.

1184C1

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648.

1184D1

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954D

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650.

1148B

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651.

237C

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652.

377A

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653.

260B

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654.

253C

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655.

2201B

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656.

2201A2

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657.

2178D

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658.

2181M

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659.

2161B

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2159A

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2152D

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662.

1942C2

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663.

2150B

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664.

2147D

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665.

2135B

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2122C

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667.

2124D

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668.

2110D

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669.

2039D

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greedy, math, number theory

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670.

2023B

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671.

1893B

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672.

2018C

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673.

2006A

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674.

1971G

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1936A

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676.

1930C

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677.

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1881F

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679.

1864D

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680.

1850H

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681.

1849D

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682.

1835A

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684.

1091D

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685.

1779D

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686.

1770C

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687.

1765D

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688.

1715C

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689.

1700C

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690.

1699C

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1690F

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692.

283B

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693.

126B

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694.

1628B

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695.

1626C

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696.

1619E

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697.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

698.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Kevin114514's solution](#)

699.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[Kevin114514's solution](#)

700.

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[Kevin114514's solution](#)

701.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[Kevin114514's solution](#)

702.

1561D1

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

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Kevin114514's solution](#)

703.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Kevin114514's solution](#)

704.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[Kevin114514's solution](#)

705.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[Kevin114514's solution](#)

706.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

707.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

708.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Kevin114514's solution](#)

709.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Kevin114514's solution](#)

710.

4D

[Mysterious Present](#) · [Tutorial](#)

Quality: 12,112 global accepts · Rating: 1700 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
[Kevin114514's solution](#)

711.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[Kevin114514's solution](#)

712.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs
[Kevin114514's solution](#)

713.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-03-14 · last AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[Kevin114514's solution](#)

714.

93A

[Frames](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 1700 · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Kevin114514's solution](#)

715.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[Kevin114514's solution](#)

716.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[Kevin114514's solution](#)

717.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,777 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[Kevin114514's solution](#)

718.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[Kevin114514's solution](#)

719.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
[Kevin114514's solution](#)

720.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[Kevin114514's solution](#)

721.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[Kevin114514's solution](#)

722.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Kevin114514's solution](#)

723.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[Kevin114514's solution](#)

724.

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Kevin114514's solution](#)

725.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Kevin114514's solution](#)

726.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Kevin114514's solution](#)

727.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Kevin114514's solution](#)

728.

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

[Kevin114514's solution](#)

729.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[Kevin114514's solution](#)

730.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[Kevin114514's solution](#)

731.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[Kevin114514's solution](#)

732.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Kevin114514's solution](#)

733.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[Kevin114514's solution](#)

734.

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[Kevin114514's solution](#)

735.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

736.

1862F

[Magic Will Save the World](#) · [Tutorial](#)

Quality: 7,617 global accepts · Rating: 1800 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp

[Kevin114514's solution](#)

737.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Kevin114514's solution](#)

738.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,418 global accepts · Rating: 1800 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

[Kevin114514's solution](#)

739.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[Kevin114514's solution](#)

740.

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,237 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[Kevin114514's solution](#)

741.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[Kevin114514's solution](#)

742.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1800 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

743.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

744.

1713D

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

Quality: 6,229 global accepts · Rating: 1800 · first AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, interactive, number theory, probabilities

[Kevin114514's solution](#)

745.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Kevin114514's solution](#)

746.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Kevin114514's solution](#)

747.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Kevin114514's solution](#)

748.

1619D

[New Year's Problem](#) · [Tutorial](#)

Quality: 8,460 global accepts · Rating: 1800 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[Kevin114514's solution](#)

749.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[Kevin114514's solution](#)

750.

1617D1

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

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kevin114514's solution](#)

751.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Kevin114514's solution](#)

752.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,361 global accepts · Rating: 1800 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Kevin114514's solution](#)

753.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[Kevin114514's solution](#)

754.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[Kevin114514's solution](#)

755.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, sortings

[Kevin114514's solution](#)

756.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[Kevin114514's solution](#)

757.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,587 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Kevin114514's solution](#)

758.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

759.

1560E

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

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[Kevin114514's solution](#)

760.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-08-09 · last AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[Kevin114514's solution](#)

761.

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[Kevin114514's solution](#)

762.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy

[Kevin114514's solution](#)

763.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[Kevin114514's solution](#)

764.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,094 global accepts · Rating: 1800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

765.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

766.

691C

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

Quality: 2,970 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Kevin114514's solution](#)

767.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,118 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

768.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Kevin114514's solution](#)

769.

251B

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

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Kevin114514's solution](#)

770.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[Kevin114514's solution](#)

771.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[Kevin114514's solution](#)

772.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[Kevin114514's solution](#)

773.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[Kevin114514's solution](#)

774.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers

[Kevin114514's solution](#)

775.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

776.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

777.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

778.

911D

[Inversion Counting](#) · [Tutorial](#)

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Kevin114514's solution](#)

779.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-07-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[Kevin114514's solution](#)

780.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 1800 · first AC: 2019-06-27 · last AC: 2019-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[Kevin114514's solution](#)

781.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-06-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

782.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,893 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[Kevin114514's solution](#)

783.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Kevin114514's solution](#)

784.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,253 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Kevin114514's solution](#)

785.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,966 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kevin114514's solution](#)

786.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Kevin114514's solution](#)

787.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Kevin114514's solution](#)

788.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Kevin114514's solution](#)

789.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings

[Kevin114514's solution](#)

790.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Kevin114514's solution](#)

791.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,953 global accepts · Rating: 1900 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Kevin114514's solution](#)

792.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,188 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[Kevin114514's solution](#)

793.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kevin114514's solution](#)

794.

1909I

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

Quality: 176 global accepts · Rating: 1900 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kevin114514's solution](#)

795.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kevin114514's solution](#)

796.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[Kevin114514's solution](#)

797.

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1900 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Kevin114514's solution](#)

798.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[Kevin114514's solution](#)

799.

1887A2

[Dances \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Kevin114514's solution](#)

800.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Kevin114514's solution](#)

801.

1866C

[Completely Searching for Inversions](#) · [Tutorial](#)

Quality: 3,430 global accepts · Rating: 1900 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[Kevin114514's solution](#)

802.

1854A2

[Dual \(Hard Version\)](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

803.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kevin114514's solution](#)

804.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1900 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[Kevin114514's solution](#)

805.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Kevin114514's solution](#)

806.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[Kevin114514's solution](#)

807.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[Kevin114514's solution](#)

808.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,803 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

809.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Kevin114514's solution](#)

810.

1208D

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

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kevin114514's solution](#)

811.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[Kevin114514's solution](#)

812.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kevin114514's solution](#)

813.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Kevin114514's solution](#)

814.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[Kevin114514's solution](#)

815.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 1900 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Kevin114514's solution](#)

816.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)

817.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Kevin114514's solution](#)

818.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Kevin114514's solution](#)

819.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,992 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math

[Kevin114514's solution](#)

820.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Kevin114514's solution](#)

821.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Kevin114514's solution](#)

822.

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

[Kevin114514's solution](#)

823.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[Kevin114514's solution](#)

824.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[Kevin114514's solution](#)

825.

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Kevin114514's solution](#)

826.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[Kevin114514's solution](#)

827.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2021-12-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[Kevin114514's solution](#)

828.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,221 global accepts · Rating: 1900 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kevin114514's solution](#)

829.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

830.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[Kevin114514's solution](#)

831.

1183H

[Subsequences \(hard version\)](#) · [Tutorial](#)

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Kevin114514's solution](#)

832.

1560F1

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

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

[Kevin114514's solution](#)

833.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[Kevin114514's solution](#)

834.

208B

[Solitaire](#) · [Tutorial](#)

Quality: 1,497 global accepts · Rating: 1900 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[Kevin114514's solution](#)

835.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kevin114514's solution](#)

836.

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Kevin114514's solution](#)

837.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Kevin114514's solution](#)

838.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Kevin114514's solution](#)

839.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,871 global accepts · Rating: 1900 · first AC: 2019-10-05 · last AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[Kevin114514's solution](#)

840.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Kevin114514's solution](#)

841.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
[Kevin114514's solution](#)

842.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Kevin114514's solution](#)

843.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,042 global accepts · Rating: 1900 · first AC: 2019-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[Kevin114514's solution](#)

844.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[Kevin114514's solution](#)

845.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[Kevin114514's solution](#)

846.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings
[Kevin114514's solution](#)

847.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[Kevin114514's solution](#)

848.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[Kevin114514's solution](#)

849.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Kevin114514's solution](#)

850.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy
[Kevin114514's solution](#)

851.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, games, graphs, greedy, trees

[Kevin114514's solution](#)

852.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[Kevin114514's solution](#)

853.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[Kevin114514's solution](#)

854.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[Kevin114514's solution](#)

855.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[Kevin114514's solution](#)

856.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,562 global accepts · Rating: 2000 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[Kevin114514's solution](#)

857.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Kevin114514's solution](#)

858.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

859.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[Kevin114514's solution](#)

860.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,888 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

861.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Kevin114514's solution](#)

862.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 2000 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Kevin114514's solution](#)

863.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,484 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[Kevin114514's solution](#)

864.

1851G

[Vlad and the Mountains](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 2000 · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[Kevin114514's solution](#)

865.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kevin114514's solution](#)

866.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[Kevin114514's solution](#)

867.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[Kevin114514's solution](#)

868.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Kevin114514's solution](#)

869.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,927 global accepts · Rating: 2000 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[Kevin114514's solution](#)

870.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Kevin114514's solution](#)

871.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-05 · last AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[Kevin114514's solution](#)

872.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Kevin114514's solution](#)

873.

516B

[Drazil and Tiles](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy, implementation

[Kevin114514's solution](#)

874.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[Kevin114514's solution](#)

875.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

876.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Kevin114514's solution](#)

877.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp

[Kevin114514's solution](#)

878.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[Kevin114514's solution](#)

879.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[Kevin114514's solution](#)

880.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs

[Kevin114514's solution](#)

881.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Kevin114514's solution](#)

882.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Kevin114514's solution](#)

883.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,807 global accepts · Rating: 2000 · first AC: 2021-12-18 · last AC: 2022-01-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Kevin114514's solution](#)

884.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,735 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[Kevin114514's solution](#)

885.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,339 global accepts · Rating: 2000 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kevin114514's solution](#)

886.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,058 global accepts · Rating: 2000 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

887.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

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888.

1561E

[Bottom-Tier Reversals](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

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889.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Kevin114514's solution](#)

890.

1574D

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

[Kevin114514's solution](#)

891.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,362 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[Kevin114514's solution](#)

892.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

893.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

894.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[Kevin114514's solution](#)

895.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Kevin114514's solution](#)

896.

1102F

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Quality: 2,355 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[Kevin114514's solution](#)

897.

999F

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Quality: 3,266 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

898.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: binary search, brute force, dp

[Kevin114514's solution](#)

899.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp

[Kevin114514's solution](#)

900.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,906 global accepts · Rating: 2000 · first AC: 2021-04-05 · last AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, number theory

[Kevin114514's solution](#)

901.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs,

greedy, implementation, sortings, two pointers

[Kevin114514's solution](#)

902.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Kevin114514's solution](#)

903.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,084 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Kevin114514's solution](#)

904.

609D

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Quality: 3,163 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers

[Kevin114514's solution](#)

905.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

906.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[Kevin114514's solution](#)

907.

1408D

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Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[Kevin114514's solution](#)

908.

29D

[Ant on the Tree](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 2000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[Kevin114514's solution](#)

909.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Kevin114514's solution](#)

910.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Kevin114514's solution](#)

911.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[Kevin114514's solution](#)

912.

2207E1

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

Quality: 1,660 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

913.

2183D2

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

Quality: 2,497 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Kevin114514's solution](#)

914.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,851 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Kevin114514's solution](#)

915.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Kevin114514's solution](#)

916.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[Kevin114514's solution](#)

917.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[Kevin114514's solution](#)

918.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[Kevin114514's solution](#)

919.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

920.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math

[Kevin114514's solution](#)

921.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

922.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Kevin114514's solution](#)

923.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Kevin114514's solution](#)

924.

2038X

[Grid Walk](#) · [Tutorial](#)

Quality: 1,775 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Kevin114514's solution](#)

925.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[Kevin114514's solution](#)

926.

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[Kevin114514's solution](#)

927.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[Kevin114514's solution](#)

928.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

929.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

930.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Kevin114514's solution](#)

931.

1866G

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Quality: 2,179 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[Kevin114514's solution](#)

932.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Kevin114514's solution](#)

933.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[Kevin114514's solution](#)

934.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[Kevin114514's solution](#)

935.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[Kevin114514's solution](#)

936.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

937.

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,064 global accepts · Rating: 2100 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Kevin114514's solution](#)

938.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[Kevin114514's solution](#)

939.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

940.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Kevin114514's solution](#)

941.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

942.

295C

[Greg and Friends](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2100 · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Kevin114514's solution](#)

943.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[Kevin114514's solution](#)

944.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[Kevin114514's solution](#)

945.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Kevin114514's solution](#)

946.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Kevin114514's solution](#)

947.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[Kevin114514's solution](#)

948.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[Kevin114514's solution](#)

949.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2100 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[Kevin114514's solution](#)

950.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,266 global accepts · Rating: 2100 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[Kevin114514's solution](#)

951.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

952.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[Kevin114514's solution](#)

953.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Kevin114514's solution](#)

954.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Kevin114514's solution](#)

955.

1560F2

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

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · last AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[Kevin114514's solution](#)

956.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

957.

1551D2

[Domino \(hard version\)](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[Kevin114514's solution](#)

958.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Kevin114514's solution](#)

959.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[Kevin114514's solution](#)

960.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: —

[Kevin114514's solution](#)

961.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[Kevin114514's solution](#)

962.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[Kevin114514's solution](#)

963.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

964.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[Kevin114514's solution](#)

965.

1389D

[Segment Intersections](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[Kevin114514's solution](#)

966.

1370E

[Binary Subsequence Rotation](#) · [Tutorial](#)

Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

967.

2207D

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

Quality: 2,110 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

[Kevin114514's solution](#)

968.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[Kevin114514's solution](#)

969.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

970.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Kevin114514's solution](#)

971.

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

[Kevin114514's solution](#)

972.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[Kevin114514's solution](#)

973.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[Kevin114514's solution](#)

974.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[Kevin114514's solution](#)

975.

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Kevin114514's solution](#)

976.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[Kevin114514's solution](#)

977.

1906H

[Twin Friends](#) · [Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

978.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[Kevin114514's solution](#)

979.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

980.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Kevin114514's solution](#)

981.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Kevin114514's solution](#)

982.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Kevin114514's solution](#)

983.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, probabilities, trees

[Kevin114514's solution](#)

984.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[Kevin114514's solution](#)

985.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Kevin114514's solution](#)

986.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, trees

[Kevin114514's solution](#)

987.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Kevin114514's solution](#)

988.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

989.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Kevin114514's solution](#)

990.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Kevin114514's solution](#)

991.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Kevin114514's solution](#)

992.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[Kevin114514's solution](#)

993.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

994.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[Kevin114514's solution](#)

995.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, sortings, trees

[Kevin114514's solution](#)

996.

622E

[Ants in Leaves](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, sortings, trees

[Kevin114514's solution](#)

997.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,274 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

998.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Kevin114514's solution](#)

999.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2021-11-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Kevin114514's solution](#)

1000.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kevin114514's solution](#)

1001.

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[Kevin114514's solution](#)

1002.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[Kevin114514's solution](#)

1003.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[Kevin114514's solution](#)

1004.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

1005.

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Kevin114514's solution](#)

1006.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[Kevin114514's solution](#)

1007.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)

1008.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kevin114514's solution](#)

1009.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Kevin114514's solution](#)

1010.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Kevin114514's solution](#)

1011.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[Kevin114514's solution](#)

1012.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1013.

71D

[Solitaire](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

1014.

11C

[How Many Squares?](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2200 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Kevin114514's solution](#)

1015.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Kevin114514's solution](#)

1016.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Kevin114514's solution](#)

1017.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures

[Kevin114514's solution](#)

1018.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Kevin114514's solution](#)

1019.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

1020.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[Kevin114514's solution](#)

1021.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[Kevin114514's solution](#)

1022.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[Kevin114514's solution](#)

1023.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[Kevin114514's solution](#)

1024.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[Kevin114514's solution](#)

1025.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Kevin114514's solution](#)

1026.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, games

[Kevin114514's solution](#)

1027.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[Kevin114514's solution](#)

1028.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[Kevin114514's solution](#)

1029.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1030.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Kevin114514's solution](#)

1031.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities

[Kevin114514's solution](#)

1032.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kevin114514's solution](#)

1033.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Kevin114514's solution](#)

1034.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[Kevin114514's solution](#)

1035.

2006C

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

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[Kevin114514's solution](#)

1036.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[Kevin114514's solution](#)

1037.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Kevin114514's solution](#)

1038.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[Kevin114514's solution](#)

1039.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Kevin114514's solution](#)

1040.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1041.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[Kevin114514's solution](#)

1042.

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, probabilities

[Kevin114514's solution](#)

1043.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[Kevin114514's solution](#)

1044.

1681F

[Unique Occurrences](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[Kevin114514's solution](#)

1045.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Kevin114514's solution](#)

1046.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Kevin114514's solution](#)

1047.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Kevin114514's solution](#)

1048.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Kevin114514's solution](#)

1049.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kevin114514's solution](#)

1050.

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees

[Kevin114514's solution](#)

1051.

111D

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

Quality: 901 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1052.

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers

[Kevin114514's solution](#)

1053.

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1054.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Kevin114514's solution](#)

1055.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Kevin114514's solution](#)

1056.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[Kevin114514's solution](#)

1057.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Kevin114514's solution](#)

1058.

727E

[Games on a CD](#) · [Tutorial](#)

Quality: 1,553 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, string suffix structures, strings

[Kevin114514's solution](#)

1059.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Kevin114514's solution](#)

1060.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Kevin114514's solution](#)

1061.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft

[Kevin114514's solution](#)

1062.

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2023-06-03 · C++20 (GCC 11-64) (first AC) · Tags: games

[Kevin114514's solution](#)

1063.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy

[Kevin114514's solution](#)

1064.

516C

[Drazil and Park](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1065.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[Kevin114514's solution](#)

1066.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[Kevin114514's solution](#)

1067.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[Kevin114514's solution](#)

1068.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-07-07 · last AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Kevin114514's solution](#)

1069.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Kevin114514's solution](#)

1070.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[Kevin114514's solution](#)

1071.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Kevin114514's solution](#)

1072.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)

1073.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers

[Kevin114514's solution](#)

1074.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kevin114514's solution](#)

1075.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Kevin114514's solution](#)

1076.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Kevin114514's solution](#)

1077.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Kevin114514's solution](#)

1078.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Kevin114514's solution](#)

1079.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Kevin114514's solution](#)

1080.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[Kevin114514's solution](#)

1081.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[Kevin114514's solution](#)

1082.

985F

[Isomorphic Strings](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[Kevin114514's solution](#)

1083.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[Kevin114514's solution](#)

1084.

2207E2

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

Quality: 861 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kevin114514's solution](#)

1085.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[Kevin114514's solution](#)

1086.

2174C1

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

Quality: 1,165 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Kevin114514's solution](#)

1087.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Kevin114514's solution](#)

1088.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[Kevin114514's solution](#)

1089.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[Kevin114514's solution](#)

1090.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1091.

2038D

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

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[Kevin114514's solution](#)

1092.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs

and similar, graphs, greedy, hashing, implementation, strings

[Kevin114514's solution](#)

1093.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-07 · last AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[Kevin114514's solution](#)

1094.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[Kevin114514's solution](#)

1095.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[Kevin114514's solution](#)

1096.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1097.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[Kevin114514's solution](#)

1098.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[Kevin114514's solution](#)

1099.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Kevin114514's solution](#)

1100.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Kevin114514's solution](#)

1101.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Kevin114514's solution](#)

1102.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Kevin114514's solution](#)

1103.

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[Kevin114514's solution](#)

1104.

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[Kevin114514's solution](#)

1105.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[Kevin114514's solution](#)

1106.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-08-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[Kevin114514's solution](#)

1107.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Kevin114514's solution](#)

1108.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[Kevin114514's solution](#)

1109.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Kevin114514's solution](#)

1110.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

1111.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[Kevin114514's solution](#)

1112.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Kevin114514's solution](#)

1113.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[Kevin114514's solution](#)

1114.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Kevin114514's solution](#)

1115.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Kevin114514's solution](#)

1116.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Kevin114514's solution](#)

1117.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[Kevin114514's solution](#)

1118.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,431 global accepts · Rating: 2400 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1119.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kevin114514's solution](#)

1120.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-01-05 · last AC: 2023-01-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[Kevin114514's solution](#)

1121.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Kevin114514's solution](#)

1122.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[Kevin114514's solution](#)

1123.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-12-30 · last AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[Kevin114514's solution](#)**1124.**

1774F1

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Kevin114514's solution](#)**1125.**

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Kevin114514's solution](#)**1126.**

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Kevin114514's solution](#)**1127.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[Kevin114514's solution](#)**1128.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-08-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Kevin114514's solution](#)**1129.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[Kevin114514's solution](#)**1130.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[Kevin114514's solution](#)**1131.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[Kevin114514's solution](#)**1132.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2022-05-01 · last AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Kevin114514's solution](#)

1133.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[Kevin114514's solution](#)

1134.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Kevin114514's solution](#)

1135.

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2400 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[Kevin114514's solution](#)

1136.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Kevin114514's solution](#)

1137.

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Kevin114514's solution](#)

1138.

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1139.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

[Kevin114514's solution](#)

1140.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[Kevin114514's solution](#)

1141.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Kevin114514's solution](#)

1142.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[Kevin114514's solution](#)

1143.

1617D2

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

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Kevin114514's solution](#)

1144.

1591E

[Frequency Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Kevin114514's solution](#)

1145.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Kevin114514's solution](#)

1146.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Kevin114514's solution](#)

1147.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[Kevin114514's solution](#)

1148.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Kevin114514's solution](#)

1149.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Kevin114514's solution](#)

1150.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Kevin114514's solution](#)

1151.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1152.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2400 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[Kevin114514's solution](#)

1153.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1154.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[Kevin114514's solution](#)

1155.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 784 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation

[Kevin114514's solution](#)

1156.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Kevin114514's solution](#)

1157.

2174C2

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

Quality: 1,023 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[Kevin114514's solution](#)

1158.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[Kevin114514's solution](#)

1159.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1160.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[Kevin114514's solution](#)

1161.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[Kevin114514's solution](#)

1162.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2025-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[Kevin114514's solution](#)

1163.

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,927 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

[Kevin114514's solution](#)**1164.**

2048F

[Kevin and Math Class · Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Kevin114514's solution](#)**1165.**

2038I

[Polyathlon · Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Kevin114514's solution](#)**1166.**

2038F

[Alternative Platforms · Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[Kevin114514's solution](#)**1167.**

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Kevin114514's solution](#)**1168.**

1776J

[Italian Data Centers · Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[Kevin114514's solution](#)**1169.**

1987F1

[Interesting Problem \(Easy Version\) · Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kevin114514's solution](#)**1170.**

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)**1171.**

1917E

[Construct Matrix · Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)**1172.**

1917F

[Construct Tree · Tutorial](#)

Quality: 1,196 global accepts · Rating: 2500 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kevin114514's solution](#)

1173.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1174.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory, probabilities

[Kevin114514's solution](#)

1175.

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1176.

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math

[Kevin114514's solution](#)

1177.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1178.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[Kevin114514's solution](#)

1179.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[Kevin114514's solution](#)

1180.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Kevin114514's solution](#)

1181.

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[Kevin114514's solution](#)

1182.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Kevin114514's solution](#)

1183.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kevin114514's solution](#)

1184.

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kevin114514's solution](#)

1185.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[Kevin114514's solution](#)

1186.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1187.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[Kevin114514's solution](#)

1188.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: math

[Kevin114514's solution](#)

1189.

1783F

[Double Sort II](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2500 · first AC: 2023-01-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, flows, graph matchings, graphs

[Kevin114514's solution](#)

1190.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[Kevin114514's solution](#)

1191.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-16 · last AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[Kevin114514's solution](#)

1192.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1193.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Kevin114514's solution](#)

1194.

1746E1

[Joking \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Kevin114514's solution](#)

1195.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 2500 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

1196.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Kevin114514's solution](#)

1197.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2022-05-01 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

1198.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[Kevin114514's solution](#)

1199.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Kevin114514's solution](#)

1200.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[Kevin114514's solution](#)

1201.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

1202.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

1203.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[Kevin114514's solution](#)

1204.

1573D

[Xor of 3](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1205.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Kevin114514's solution](#)

1206.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[Kevin114514's solution](#)

1207.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Kevin114514's solution](#)

1208.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)

1209.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1210.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[Kevin114514's solution](#)

1211.

2164F1

[Chain Prefix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kevin114514's solution](#)

1212.

2150E1

[Hidden Single \(Version 1\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings

[Kevin114514's solution](#)

1213.

2138D

[Antiamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[Kevin114514's solution](#)

1214.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Kevin114514's solution](#)

1215.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Kevin114514's solution](#)

1216.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[Kevin114514's solution](#)

1217.

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

1218.

2006D

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

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[Kevin114514's solution](#)

1219.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1220.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Kevin114514's solution](#)

1221.

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1222.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[Kevin114514's solution](#)

1223.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[Kevin114514's solution](#)

1224.

1919E

[Counting Prefixes](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Kevin114514's solution](#)

1225.

1326F1

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

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Kevin114514's solution](#)

1226.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[Kevin114514's solution](#)

1227.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[Kevin114514's solution](#)

1228.

115D

[Unambiguous Arithmetic Expression](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, expression parsing

[Kevin114514's solution](#)

1229.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, greedy

[Kevin114514's solution](#)

1230.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy

[Kevin114514's solution](#)

1231.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[Kevin114514's solution](#)

1232.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[Kevin114514's solution](#)

1233.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[Kevin114514's solution](#)

1234.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1235.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[Kevin114514's solution](#)

1236.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[Kevin114514's solution](#)

1237.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[Kevin114514's solution](#)

1238.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices

[Kevin114514's solution](#)

1239.

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics

[Kevin114514's solution](#)

1240.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[Kevin114514's solution](#)

1241.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, strings

[Kevin114514's solution](#)

1242.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[Kevin114514's solution](#)

1243.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Kevin114514's solution](#)

1244.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[Kevin114514's solution](#)

1245.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kevin114514's solution](#)

1246.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1247.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[Kevin114514's solution](#)

1248.

1863F

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

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Kevin114514's solution](#)

1249.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Kevin114514's solution](#)

1250.

1858E2

[Rollbacks \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, interactive, trees

[Kevin114514's solution](#)

1251.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[Kevin114514's solution](#)

1252.

1844F1

[Min Cost Permutation \(Easy Version\)](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Kevin114514's solution](#)

1253.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[Kevin114514's solution](#)

1254.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1255.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory

[Kevin114514's solution](#)

1256.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[Kevin114514's solution](#)

1257.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-07-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Kevin114514's solution](#)

1258.

1821F

[Timber](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 2600 · first AC: 2023-04-22 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kevin114514's solution](#)

1259.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,494 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Kevin114514's solution](#)

1260.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[Kevin114514's solution](#)

1261.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[Kevin114514's solution](#)

1262.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1263.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

1264.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2023-02-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Kevin114514's solution](#)

1265.

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 2600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[Kevin114514's solution](#)

1266.

286D

[Tourists](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2600 · first AC: 2022-12-29 · last AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

1267.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-12-26 · last AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Kevin114514's solution](#)

1268.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2600 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1269.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-29 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Kevin114514's solution](#)

1270.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Kevin114514's solution](#)

1271.

622F

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

Quality: 4,940 global accepts · Rating: 2600 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: math

[Kevin114514's solution](#)

1272.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Kevin114514's solution](#)

1273.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[Kevin114514's solution](#)

1274.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Kevin114514's solution](#)

1275.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[Kevin114514's solution](#)

1276.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2021-07-13 · last AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp

[Kevin114514's solution](#)

1277.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, math

[Kevin114514's solution](#)

1278.

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1279.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Kevin114514's solution](#)

1280.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[Kevin114514's solution](#)

1281.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[Kevin114514's solution](#)

1282.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

1283.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1284.

1930F

[Maximize the Difference](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
[Kevin114514's solution](#)

1285.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math
[Kevin114514's solution](#)

1286.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[Kevin114514's solution](#)

1287.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures
[Kevin114514's solution](#)

1288.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-07-15 · last AC: 2024-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[Kevin114514's solution](#)

1289.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[Kevin114514's solution](#)

1290.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[Kevin114514's solution](#)

1291.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers
[Kevin114514's solution](#)

1292.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees
[Kevin114514's solution](#)

1293.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2023-09-03 · last AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Kevin114514's solution](#)

1294.

1856E2

[PermuTree \(hard version\) · Tutorial](#)

Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-08-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[Kevin114514's solution](#)

1295.

575A

[Fibonotci · Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[Kevin114514's solution](#)

1296.

1849F

[XOR Partition · Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees

[Kevin114514's solution](#)

1297.

243D

[Cubes · Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2023-06-04 · last AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, two pointers

[Kevin114514's solution](#)

1298.

1715F

[Crop Squares · Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-21 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[Kevin114514's solution](#)

1299.

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Kevin114514's solution](#)

1300.

1781F

[Bracket Insertion · Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kevin114514's solution](#)

1301.

995E

[Number Clicker · Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[Kevin114514's solution](#)

1302.

995F

[Cowmpany Cowmpensation · Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Kevin114514's solution](#)

1303.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Kevin114514's solution](#)

1304.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry

[Kevin114514's solution](#)

1305.

1782F

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

Rating: 2700 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[Kevin114514's solution](#)

1306.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1307.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-02-19 · last AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Kevin114514's solution](#)

1308.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

1309.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,948 global accepts · Rating: 2700 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Kevin114514's solution](#)

1310.

1634F

[Fibonacci Additions](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[Kevin114514's solution](#)

1311.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[Kevin114514's solution](#)

1312.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1313.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Kevin114514's solution](#)

1314.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Kevin114514's solution](#)**1315.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2020-08-17 · last AC: 2020-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics

[Kevin114514's solution](#)**1316.**

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, hashing, math

[Kevin114514's solution](#)**1317.**

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[Kevin114514's solution](#)**1318.**

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[Kevin114514's solution](#)**1319.**

2181L

[LLM Training](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, string suffix structures

[Kevin114514's solution](#)**1320.**

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math, trees

[Kevin114514's solution](#)**1321.**

2053I1

[Affectionate Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Kevin114514's solution](#)**1322.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)**1323.**

2150E2

[Hidden Single \(Version 2\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[Kevin114514's solution](#)

1324.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy

[Kevin114514's solution](#)

1325.

2124F2

[Appending Permutations \(Hard Version\)](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2800 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1326.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[Kevin114514's solution](#)

1327.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[Kevin114514's solution](#)

1328.

2039F1

[Shohag Loves Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 2800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[Kevin114514's solution](#)

1329.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 2800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[Kevin114514's solution](#)

1330.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2023-09-25 · last AC: 2024-09-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft, math

[Kevin114514's solution](#)

1331.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[Kevin114514's solution](#)

1332.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

1333.

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1334.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Kevin114514's solution](#)

1335.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1336.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2024-03-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[Kevin114514's solution](#)

1337.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Kevin114514's solution](#)

1338.

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Kevin114514's solution](#)

1339.

480E

[Parking Lot](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2800 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Kevin114514's solution](#)

1340.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kevin114514's solution](#)

1341.

1904F

[Beautiful Tree](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[Kevin114514's solution](#)

1342.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Kevin114514's solution](#)

1343.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1344.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-12-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[Kevin114514's solution](#)

1345.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

1346.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2023-11-09 · last AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[Kevin114514's solution](#)

1347.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Kevin114514's solution](#)

1348.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math

[Kevin114514's solution](#)

1349.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-07-06 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[Kevin114514's solution](#)

1350.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[Kevin114514's solution](#)

1351.

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-23 · last AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Kevin114514's solution](#)

1352.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-08-03 · last AC: 2023-11-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[Kevin114514's solution](#)

1353.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[Kevin114514's solution](#)

1354.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[Kevin114514's solution](#)

1355.

1303F

[Number of Components](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dsu, implementation

[Kevin114514's solution](#)

1356.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, strings

[Kevin114514's solution](#)

1357.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1358.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kevin114514's solution](#)

1359.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Kevin114514's solution](#)

1360.

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[Kevin114514's solution](#)

1361.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kevin114514's solution](#)

1362.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[Kevin114514's solution](#)

1363.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1364.

1866J

[Jackets and Packets](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1365.

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, math

[Kevin114514's solution](#)

1366.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Kevin114514's solution](#)

1367.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[Kevin114514's solution](#)

1368.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2023-07-29 · last AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Kevin114514's solution](#)

1369.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[Kevin114514's solution](#)

1370.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Kevin114514's solution](#)

1371.

1672F2

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

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Kevin114514's solution](#)

1372.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[Kevin114514's solution](#)

1373.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Kevin114514's solution](#)

1374.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Kevin114514's solution](#)

1375.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[Kevin114514's solution](#)

1376.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2023-07-22 · last AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[Kevin114514's solution](#)

1377.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Kevin114514's solution](#)

1378.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Kevin114514's solution](#)

1379.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[Kevin114514's solution](#)

1380.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Kevin114514's solution](#)

1381.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[Kevin114514's solution](#)

1382.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1383.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1384.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1385.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 2800 · first AC: 2023-07-15 · last AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings

[Kevin114514's solution](#)

1386.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Kevin114514's solution](#)

1387.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[Kevin114514's solution](#)

1388.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2023-07-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs, implementation

[Kevin114514's solution](#)

1389.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Kevin114514's solution](#)

1390.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Kevin114514's solution](#)

1391.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,913 global accepts · Rating: 2800 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Kevin114514's solution](#)

1392.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[Kevin114514's solution](#)

1393.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2800 · first AC: 2023-07-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Kevin114514's solution](#)

1394.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs

[Kevin114514's solution](#)

1395.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: flows

[Kevin114514's solution](#)

1396.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[Kevin114514's solution](#)

1397.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, math

[Kevin114514's solution](#)

1398.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[Kevin114514's solution](#)

1399.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[Kevin114514's solution](#)

1400.

581E

[Kojiro and Ferrari](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 2800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1401.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings

[Kevin114514's solution](#)

1402.

568D

[Sign Posts](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math

[Kevin114514's solution](#)

1403.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math

[Kevin114514's solution](#)

1404.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[Kevin114514's solution](#)

1405.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, fft

[Kevin114514's solution](#)

1406.

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs

[Kevin114514's solution](#)

1407.

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities

[Kevin114514's solution](#)

1408.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[Kevin114514's solution](#)

1409.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 2800 · first AC: 2023-07-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1410.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[Kevin114514's solution](#)

1411.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[Kevin114514's solution](#)

1412.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[Kevin114514's solution](#)

1413.

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry

[Kevin114514's solution](#)

1414.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Kevin114514's solution](#)

1415.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kevin114514's solution](#)

1416.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-25 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Kevin114514's solution](#)

1417.

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-01-08 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Kevin114514's solution](#)

1418.

1155F

[Delivery Oligopoly](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2800 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs

[Kevin114514's solution](#)

1419.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Kevin114514's solution](#)

1420.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2800 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Kevin114514's solution](#)

1421.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[Kevin114514's solution](#)

1422.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2022-04-04 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[Kevin114514's solution](#)

1423.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · last AC: 2022-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Kevin114514's solution](#)

1424.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-10-04 · last AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[Kevin114514's solution](#)

1425.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[Kevin114514's solution](#)

1426.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Kevin114514's solution](#)

1427.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Kevin114514's solution](#)

1428.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1429.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Kevin114514's solution](#)

1430.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1431.

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[Kevin114514's solution](#)

1432.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[Kevin114514's solution](#)

1433.

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing

[Kevin114514's solution](#)

1434.

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory, strings

[Kevin114514's solution](#)

1435.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1436.

2181E

[Elevator Against Humanity](#) · [Tutorial](#)

Quality: 144 global accepts · Rating: 2900 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[Kevin114514's solution](#)

1437.

2164F2

[Chain Prefix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 2900 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dfs and similar, dp, graphs, math, trees

[Kevin114514's solution](#)

1438.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy

[Kevin114514's solution](#)

1439.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, matrices, trees

[Kevin114514's solution](#)

1440.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[Kevin114514's solution](#)

1441.

2084F

[Skyscape](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2900 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

1442.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1443.

2062F

[Traveling Salescat](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2900 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, geometry, graphs, greedy, math, sortings

[Kevin114514's solution](#)

1444.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive

[Kevin114514's solution](#)

1445.

2046E1

[Cheops and a Contest \(Easy Version\)](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[Kevin114514's solution](#)

1446.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-18 · last AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math
[Kevin114514's solution](#)

1447.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, probabilities
[Kevin114514's solution](#)

1448.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[Kevin114514's solution](#)

1449.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees
[Kevin114514's solution](#)

1450.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[Kevin114514's solution](#)

1451.

1965D

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

Quality: 536 global accepts · Rating: 2900 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[Kevin114514's solution](#)

1452.

736E

[Chess Championship](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 2900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, greedy, math
[Kevin114514's solution](#)

1453.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[Kevin114514's solution](#)

1454.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[Kevin114514's solution](#)

1455.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[Kevin114514's solution](#)

1456.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[Kevin114514's solution](#)

1457.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, probabilities

[Kevin114514's solution](#)

1458.

1906G

[Grid Game 2](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: games, number theory

[Kevin114514's solution](#)

1459.

1906I

[Contingency Plan 2](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 2900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Kevin114514's solution](#)

1460.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2900 · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Kevin114514's solution](#)

1461.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[Kevin114514's solution](#)

1462.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: strings, trees

[Kevin114514's solution](#)

1463.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Kevin114514's solution](#)

1464.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Kevin114514's solution](#)

1465.

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1466.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1467.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1468.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[Kevin114514's solution](#)

1469.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

1470.

193D

[Two Segments](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2900 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1471.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1472.

117E

[Tree or not Tree](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2900 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, implementation, trees

[Kevin114514's solution](#)

1473.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Kevin114514's solution](#)

1474.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Kevin114514's solution](#)

1475.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1476.

232D

[Fence](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2023-07-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, string suffix structures

[Kevin114514's solution](#)

1477.

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1478.

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[Kevin114514's solution](#)

1479.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[Kevin114514's solution](#)

1480.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-27 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Kevin114514's solution](#)

1481.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-01-06 · last AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1482.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[Kevin114514's solution](#)

1483.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[Kevin114514's solution](#)

1484.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[Kevin114514's solution](#)

1485.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Kevin114514's solution](#)

1486.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-12 · last AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1487.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-01-18 · last AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[Kevin114514's solution](#)

1488.

1581F

[Subsequence](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees

[Kevin114514's solution](#)

1489.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3000 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[Kevin114514's solution](#)

1490.

2150F

[Cycle Closing](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation, shortest paths, trees

[Kevin114514's solution](#)

1491.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, sortings

[Kevin114514's solution](#)

1492.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-02 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Kevin114514's solution](#)

1493.

2057G

[Secret Message](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[Kevin114514's solution](#)

1494.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-08-01 · last AC: 2025-01-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Kevin114514's solution](#)

1495.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 182 global accepts · Rating: 3000 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: flows

[Kevin114514's solution](#)

1496.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Kevin114514's solution](#)

1497.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[Kevin114514's solution](#)

1498.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 3000 · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Kevin114514's solution](#)

1499.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Kevin114514's solution](#)

1500.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[Kevin114514's solution](#)

1501.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[Kevin114514's solution](#)

1502.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[Kevin114514's solution](#)

1503.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Kevin114514's solution](#)

1504.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[Kevin114514's solution](#)

1505.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,626 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[Kevin114514's solution](#)

1506.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2024-10-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Kevin114514's solution](#)

1507.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[Kevin114514's solution](#)

1508.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Kevin114514's solution](#)

1509.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[Kevin114514's solution](#)

1510.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Kevin114514's solution](#)

1511.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[Kevin114514's solution](#)

1512.

1063E

[Lasers and Mirrors](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

1513.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[Kevin114514's solution](#)

1514.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[Kevin114514's solution](#)

1515.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Kevin114514's solution](#)

1516.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Kevin114514's solution](#)

1517.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,118 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, matrices

[Kevin114514's solution](#)

1518.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math

[Kevin114514's solution](#)

1519.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Kevin114514's solution](#)

1520.

696E

[...Wait for it...](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Kevin114514's solution](#)

1521.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1522.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, trees

[Kevin114514's solution](#)

1523.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Kevin114514's solution](#)

1524.

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2024-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Kevin114514's solution](#)

1525.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[Kevin114514's solution](#)

1526.

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[Kevin114514's solution](#)

1527.

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[Kevin114514's solution](#)

1528.

1981F

[Turtle and Paths on a Tree](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3000 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[Kevin114514's solution](#)

1529.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[Kevin114514's solution](#)

1530.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[Kevin114514's solution](#)

1531.

1934E

[Weird LCM Operations](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, number theory

[Kevin114514's solution](#)

1532.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, two pointers

[Kevin114514's solution](#)

1533.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings

[Kevin114514's solution](#)

1534.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Kevin114514's solution](#)

1535.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[Kevin114514's solution](#)

1536.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Kevin114514's solution](#)

1537.

603E

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

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Kevin114514's solution](#)

1538.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-08-03 · last AC: 2023-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[Kevin114514's solution](#)

1539.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-08-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[Kevin114514's solution](#)

1540.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[Kevin114514's solution](#)

1541.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[Kevin114514's solution](#)

1542.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[Kevin114514's solution](#)

1543.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2023-07-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1544.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1545.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[Kevin114514's solution](#)

1546.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-31 · last AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Kevin114514's solution](#)

1547.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Kevin114514's solution](#)

1548.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[Kevin114514's solution](#)

1549.

331D3

[Escaping on Beaveractor](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3000 · first AC: 2022-08-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees
[Kevin114514's solution](#)

1550.

533A

[Berland Miners](#) · [Tutorial](#)

Quality: 485 global accepts · Rating: 3000 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees
[Kevin114514's solution](#)

1551.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[Kevin114514's solution](#)

1552.

2187F1

[AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[Kevin114514's solution](#)

1553.

2174E1

[Game of Scientists \(Version 1\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3100 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, constructive algorithms, interactive, math
[Kevin114514's solution](#)

1554.

2096F

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

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers
[Kevin114514's solution](#)

1555.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory
[Kevin114514's solution](#)

1556.

2138E2

[Determinant Construction \(Hard Version\)](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[Kevin114514's solution](#)

1557.

2138E1

[Determinant Construction \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, matrices, number theory
[Kevin114514's solution](#)

1558.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Kevin114514's solution](#)

1559.

2077D

[Maximum Polygon](#) · [Tutorial](#)

Quality: 339 global accepts · Rating: 3100 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, greedy, implementation, math

[Kevin114514's solution](#)

1560.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees

[Kevin114514's solution](#)

1561.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1562.

2048H

[Kevin and Strange Operation](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

1563.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Kevin114514's solution](#)

1564.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Kevin114514's solution](#)

1565.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, probabilities

[Kevin114514's solution](#)

1566.

2006E

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

Quality: 318 global accepts · Rating: 3100 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Kevin114514's solution](#)

1567.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Kevin114514's solution](#)

1568.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[Kevin114514's solution](#)

1569.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1570.

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[Kevin114514's solution](#)

1571.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[Kevin114514's solution](#)

1572.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[Kevin114514's solution](#)

1573.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar

[Kevin114514's solution](#)

1574.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Kevin114514's solution](#)

1575.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, greedy

[Kevin114514's solution](#)

1576.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Kevin114514's solution](#)

1577.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[Kevin114514's solution](#)

1578.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Kevin114514's solution](#)

1579.

1866F

[Freak Joker Process](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[Kevin114514's solution](#)

1580.

1864G

[Magic Square](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3100 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation

[Kevin114514's solution](#)

1581.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-08-12 · last AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Kevin114514's solution](#)

1582.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-07-13 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, greedy

[Kevin114514's solution](#)

1583.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2023-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1584.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-01-01 · last AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Kevin114514's solution](#)

1585.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Kevin114514's solution](#)

1586.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[Kevin114514's solution](#)

1587.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-06-03 · last AC: 2022-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Kevin114514's solution](#)

1588.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[Kevin114514's solution](#)

1589.

2180F2

[Control Car \(Hard Version\)](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 3200 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[Kevin114514's solution](#)

1590.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[Kevin114514's solution](#)

1591.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3200 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Kevin114514's solution](#)

1592.

2159D2

[Inverse Minimum Partition \(Hard Version\)](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3200 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Kevin114514's solution](#)

1593.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[Kevin114514's solution](#)

1594.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

1595.

2039F2

[Shohag Loves Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[Kevin114514's solution](#)

1596.

1967F

[Next and Prev](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3200 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[Kevin114514's solution](#)

1597.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[Kevin114514's solution](#)

1598.

756E

[Byteland coins](#) · [Tutorial](#)

Quality: 205 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1599.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[Kevin114514's solution](#)

1600.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[Kevin114514's solution](#)

1601.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Kevin114514's solution](#)

1602.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[Kevin114514's solution](#)

1603.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[Kevin114514's solution](#)

1604.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[Kevin114514's solution](#)

1605.

1326F2

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

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[Kevin114514's solution](#)

1606.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2023-08-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees

[Kevin114514's solution](#)

1607.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Kevin114514's solution](#)

1608.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-06 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1609.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2022-12-25 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, trees

[Kevin114514's solution](#)

1610.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-01-01 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

1611.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[Kevin114514's solution](#)

1612.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, trees

[Kevin114514's solution](#)

1613.

2196F

[Indivisible](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3300 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs

[Kevin114514's solution](#)

1614.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[Kevin114514's solution](#)

1615.

2178I

[Numbers or Fireworks](#) · [Tutorial](#)

Quality: 219 global accepts · Rating: 3300 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs

[Kevin114514's solution](#)

1616.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees

[Kevin114514's solution](#)

1617.

2147I1

[Longest Increasing Path \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Kevin114514's solution](#)

1618.

2135E1

[Beyond the Palindrome \(Easy Version\)](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1619.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math, trees

[Kevin114514's solution](#)

1620.

1991H

[Prime Split Game](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 3300 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, fft, games, math, number theory

[Kevin114514's solution](#)

1621.

2101F

[Shoo Shatters the Sunshine](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3300 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, trees

[Kevin114514's solution](#)

1622.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, graphs

[Kevin114514's solution](#)

1623.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp

[Kevin114514's solution](#)

1624.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, trees

[Kevin114514's solution](#)

1625.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, string suffix structures

[Kevin114514's solution](#)

1626.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1627.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures

[Kevin114514's solution](#)

1628.

865E

[Hex Dyslexia](#) · [Tutorial](#)

Quality: 157 global accepts · Rating: 3300 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Kevin114514's solution](#)

1629.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, trees

[Kevin114514's solution](#)

1630.

2066F

[Curse](#) · [Tutorial](#)

Quality: 71 global accepts · Rating: 3300 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math

[Kevin114514's solution](#)

1631.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 420 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation

[Kevin114514's solution](#)

1632.

901E

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3300 · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[Kevin114514's solution](#)

1633.

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Kevin114514's solution](#)

1634.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Kevin114514's solution](#)

1635.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[Kevin114514's solution](#)

1636.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[Kevin114514's solution](#)

1637.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, two pointers

[Kevin114514's solution](#)

1638.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2025-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[Kevin114514's solution](#)

1639.

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory

[Kevin114514's solution](#)

1640.

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees

[Kevin114514's solution](#)

1641.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry

[Kevin114514's solution](#)

1642.

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math

[Kevin114514's solution](#)

1643.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[Kevin114514's solution](#)

1644.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[Kevin114514's solution](#)

1645.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Kevin114514's solution](#)

1646.

1738H

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

Quality: 274 global accepts · Rating: 3300 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Kevin114514's solution](#)

1647.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[Kevin114514's solution](#)

1648.

1696G

[Fishingprince Plays With Array Again](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, geometry, math

[Kevin114514's solution](#)

1649.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1650.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

1651.

865G

[Flowers and Chocolate](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3300 · first AC: 2025-01-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, matrices

[Kevin114514's solution](#)

1652.

868G

[El Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Kevin114514's solution](#)

1653.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graph matchings

[Kevin114514's solution](#)

1654.

2057F

[Formation](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[Kevin114514's solution](#)

1655.

2046F1

[Yandex Cuneiform \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3300 · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

1656.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Kevin114514's solution](#)

1657.

865F

[Egg Roulette](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, divide and conquer, math, meet-in-the-middle

[Kevin114514's solution](#)

1658.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[Kevin114514's solution](#)

1659.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[Kevin114514's solution](#)

1660.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[Kevin114514's solution](#)

1661.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1662.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, trees

[Kevin114514's solution](#)

1663.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

1664.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Kevin114514's solution](#)

1665.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[Kevin114514's solution](#)

1666.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[Kevin114514's solution](#)

1667.

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy

[Kevin114514's solution](#)

1668.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings
[Kevin114514's solution](#)

1669.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer
[Kevin114514's solution](#)

1670.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees
[Kevin114514's solution](#)

1671.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs
[Kevin114514's solution](#)

1672.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[Kevin114514's solution](#)

1673.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Kevin114514's solution](#)

1674.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 3300 · first AC: 2024-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, greedy, implementation
[Kevin114514's solution](#)

1675.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Kevin114514's solution](#)

1676.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[Kevin114514's solution](#)

1677.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math, number theory, shortest paths
[Kevin114514's solution](#)

1678.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Kevin114514's solution](#)

1679.

1949A

[Grove](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2024-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

[Kevin114514's solution](#)

1680.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Kevin114514's solution](#)

1681.

2018E1

[Complex Segments \(Easy Version\)](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3300 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Kevin114514's solution](#)

1682.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1683.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing

[Kevin114514's solution](#)

1684.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Kevin114514's solution](#)

1685.

1965F

[Conference](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 3300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows

[Kevin114514's solution](#)

1686.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2024-04-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Kevin114514's solution](#)

1687.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Kevin114514's solution](#)

1688.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2024-01-03 · last AC: 2024-01-03 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, math

[Kevin114514's solution](#)

1689.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2023-12-27 · last AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Kevin114514's solution](#)

1690.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[Kevin114514's solution](#)

1691.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-12-25 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

1692.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-01-03 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1693.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · last AC: 2023-01-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[Kevin114514's solution](#)

1694.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Kevin114514's solution](#)

1695.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1696.

1280F

[Intergalactic Sliding Puzzle](#) · [Tutorial](#)

Quality: 107 global accepts · Rating: 3400 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kevin114514's solution](#)

1697.

2180H1

[Bug Is Feature \(Unconditional Version\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Kevin114514's solution](#)

1698.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees

[Kevin114514's solution](#)

1699.

2164H

[PalindromePalindrome](#) · [Tutorial](#)

Quality: 43 global accepts · Rating: 3400 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, strings

[Kevin114514's solution](#)

1700.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

1701.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, interactive

[Kevin114514's solution](#)

1702.

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kevin114514's solution](#)

1703.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[Kevin114514's solution](#)

1704.

2122F

[Colorful Polygon](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3400 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, geometry

[Kevin114514's solution](#)

1705.

2124H

[Longest Good Subsequence](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, trees

[Kevin114514's solution](#)

1706.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1707.

1089H

[Harder Satisfiability](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3400 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Kevin114514's solution](#)

1708.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1709.

2053G

[Naive String Splits](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2025-05-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, hashing, math, number theory, strings

[Kevin114514's solution](#)

1710.

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Kevin114514's solution](#)

1711.

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, graphs, trees

[Kevin114514's solution](#)

1712.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures

[Kevin114514's solution](#)

1713.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2025-05-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Kevin114514's solution](#)

1714.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1715.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[Kevin114514's solution](#)

1716.

853E

[Lada Malina](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3400 · first AC: 2025-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[Kevin114514's solution](#)

1717.

1580E

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

Quality: 124 global accepts · Rating: 3400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, graphs, shortest paths

[Kevin114514's solution](#)

1718.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, trees

[Kevin114514's solution](#)

1719.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Kevin114514's solution](#)

1720.

1310F

[Bad Cryptography](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Kevin114514's solution](#)

1721.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, implementation

[Kevin114514's solution](#)

1722.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1723.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, trees

[Kevin114514's solution](#)

1724.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Kevin114514's solution](#)

1725.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2025-04-16 · last AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Kevin114514's solution](#)

1726.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[Kevin114514's solution](#)

1727.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[Kevin114514's solution](#)

1728.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Kevin114514's solution](#)

1729.

1770G

[Koxia and Bracket](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, fft, math

[Kevin114514's solution](#)

1730.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, greedy

[Kevin114514's solution](#)

1731.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, two pointers

[Kevin114514's solution](#)

1732.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings

[Kevin114514's solution](#)

1733.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Kevin114514's solution](#)

1734.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Kevin114514's solution](#)

1735.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Kevin114514's solution](#)

1736.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[Kevin114514's solution](#)

1737.

715E

[Complete the Permutations](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, graphs, math

[Kevin114514's solution](#)

1738.

2029I

[Variance Challenge](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 3400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, greedy

[Kevin114514's solution](#)

1739.

794G

[Replace All](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1740.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Kevin114514's solution](#)

1741.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Kevin114514's solution](#)

1742.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1743.

1844H

[Multiple of Three Cycles](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2023-07-12 · last AC: 2025-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, dsu, math

[Kevin114514's solution](#)

1744.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, trees

[Kevin114514's solution](#)

1745.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, trees

[Kevin114514's solution](#)

1746.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Kevin114514's solution](#)

1747.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[Kevin114514's solution](#)

1748.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[Kevin114514's solution](#)

1749.

1896H1

[Cyclic Hamming \(Easy Version\) · Tutorial](#)

Quality: 118 global accepts · Rating: 3400 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dp, fft, math, number theory

[Kevin114514's solution](#)

1750.

833E

[Caramel Clouds · Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, sortings

[Kevin114514's solution](#)

1751.

2018E2

[Complex Segments \(Hard Version\) · Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, greedy, math, sortings

[Kevin114514's solution](#)

1752.

1936E

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

Quality: 147 global accepts · Rating: 3400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, math

[Kevin114514's solution](#)

1753.

1466I

[The Riddle of the Sphinx · Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, interactive

[Kevin114514's solution](#)

1754.

1491H

[Yuezheng Ling and Dynamic Tree · Tutorial](#)

Quality: 1,210 global accepts · Rating: 3400 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1755.

739D

[Recover a functional graph · Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[Kevin114514's solution](#)

1756.

1276F

[Asterisk Substrings · Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[Kevin114514's solution](#)

1757.

1852E

[Rivalries · Tutorial](#)

Quality: 226 global accepts · Rating: 3400 · first AC: 2023-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Kevin114514's solution](#)

1758.

1630F

[Making It Bipartite · Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-01-14 · last AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[Kevin114514's solution](#)

1759.

2215F

[Research](#) · [Tutorial](#)

Quality: 44 global accepts · Rating: 3500 · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: games

[Kevin114514's solution](#)

1760.

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Kevin114514's solution](#)

1761.

2183I1

[Pairs Flipping \(Easy Version\)](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Kevin114514's solution](#)

1762.

1874F

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

Quality: 443 global accepts · Rating: 3500 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Kevin114514's solution](#)

1763.

2211H

[Median Deletion](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Kevin114514's solution](#)

1764.

2187G

[Many Cartesian Trees](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, trees

[Kevin114514's solution](#)

1765.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Kevin114514's solution](#)

1766.

2181I

[Irrigation Interlock](#) · [Tutorial](#)

Quality: 50 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Kevin114514's solution](#)

1767.

2181K

[Knit the Grid](#) · [Tutorial](#)

Quality: 68 global accepts · Rating: 3500 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, graphs, matrices

[Kevin114514's solution](#)

1768.

2165F

[Arctic Acquisition](#) · [Tutorial](#)

Quality: 194 global accepts · Rating: 3500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Kevin114514's solution](#)

1769.

2161G

[Bitwise And Equals](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

[Kevin114514's solution](#)

1770.

2115F2

[Gellyfish and Lycoris Radiata \(Hard Version\)](#) · [Tutorial](#)

Quality: 109 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Kevin114514's solution](#)

1771.

2115F1

[Gellyfish and Lycoris Radiata \(Easy Version\)](#) · [Tutorial](#)

Quality: 119 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Kevin114514's solution](#)

1772.

2152H2

[Victorious Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, schedules
[Kevin114514's solution](#)

1773.

2159F

[Grand Finale: Snakes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search
[Kevin114514's solution](#)

1774.

2159E

[Super-Short-Polynomial-San](#) · [Tutorial](#)

Quality: 201 global accepts · Rating: 3500 · first AC: 2025-10-13 · last AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, meet-in-the-middle
[Kevin114514's solution](#)

1775.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-10-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory
[Kevin114514's solution](#)

1776.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[Kevin114514's solution](#)

1777.

2150G

[Counting Is Fun: The Finale](#) · [Tutorial](#)

Quality: 82 global accepts · Rating: 3500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation
[Kevin114514's solution](#)

1778.

2147I2

[Longest Increasing Path \(Hard Version\)](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Kevin114514's solution](#)

1779.

2147H

[Maxflow GCD Coloring](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graphs
[Kevin114514's solution](#)

1780.

2084H

[Turtle and Nedian 2](#) · [Tutorial](#)

Quality: 112 global accepts · Rating: 3500 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Kevin114514's solution](#)

1781.

1994H

[Fortnite](#) · [Tutorial](#)

Quality: 774 global accepts · Rating: 3500 · first AC: 2025-09-17 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, games, greedy, hashing, interactive, math, number theory, strings

[Kevin114514's solution](#)

1782.

2135E2

[Beyond the Palindrome \(Hard Version\)](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Kevin114514's solution](#)

1783.

2029H

[Message Spread](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2025-09-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Kevin114514's solution](#)

1784.

2062G

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

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, geometry, graph matchings, graphs

[Kevin114514's solution](#)

1785.

2062H

[Galaxy Generator](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2025-09-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Kevin114514's solution](#)

1786.

2097F

[Lost Luggage](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, flows

[Kevin114514's solution](#)

1787.

2124I

[Lexicographic Partition](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2025-08-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, trees

[Kevin114514's solution](#)

1788.

2135F

[To the Infinity](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2025-08-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, math, trees

[Kevin114514's solution](#)

1789.

2129F2

[Top-K Tracker \(Hard Version\)](#) · [Tutorial](#)

Quality: 97 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Kevin114514's solution](#)

1790.

2129F1

[Top-K Tracker \(Easy Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive

[Kevin114514's solution](#)

1791.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Kevin114514's solution](#)

1792.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1793.

1043G

[Speckled Band](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3500 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, hashing, string suffix structures, strings

[Kevin114514's solution](#)

1794.

2084G2

[Wish Upon a Satellite \(Hard Version\)](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Kevin114514's solution](#)

1795.

1896H2

[Cyclic Hamming \(Hard Version\)](#) · [Tutorial](#)

Quality: 142 global accepts · Rating: 3500 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, fft, math, number theory

[Kevin114514's solution](#)

1796.

2034G1

[Simurgh's Watch \(Easy Version\)](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[Kevin114514's solution](#)

1797.

2034G2

[Simurgh's Watch \(Hard Version\)](#) · [Tutorial](#)

Quality: 78 global accepts · Rating: 3500 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Kevin114514's solution](#)

1798.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Kevin114514's solution](#)

1799.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Kevin114514's solution](#)

1800.

2061H1

[Kevin and Stones \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs
[Kevin114514's solution](#)

1801.

2057H

[Coffee Break](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[Kevin114514's solution](#)

1802.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Kevin114514's solution](#)

1803.

2046E2

[Cheops and a Contest \(Hard Version\)](#) · [Tutorial](#)

Quality: 89 global accepts · Rating: 3500 · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[Kevin114514's solution](#)

1804.

2039G

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

Quality: 82 global accepts · Rating: 3500 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[Kevin114514's solution](#)

1805.

2039H2

[Cool Swap Walk \(Hard Version\)](#) · [Tutorial](#)

Quality: 91 global accepts · Rating: 3500 · first AC: 2024-11-24 · last AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings
[Kevin114514's solution](#)

1806.

2039H1

[Cool Swap Walk \(Easy Version\)](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings
[Kevin114514's solution](#)

1807.

2035H

[Peak Productivity Forces](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 3500 · first AC: 2024-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[Kevin114514's solution](#)

1808.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[Kevin114514's solution](#)

1809.

2023F

[Hills and Pits](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3500 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, matrices
[Kevin114514's solution](#)

1810.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[Kevin114514's solution](#)

1811.

1967E2

[Again Counting Arrays \(Hard Version\) · Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Kevin114514's solution](#)

1812.

2006F

[Dora's Paint · Tutorial](#)

Quality: 165 global accepts · Rating: 3500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, graphs, implementation

[Kevin114514's solution](#)

1813.

1704H2

[Game of AI \(hard version\) · Tutorial](#)

Quality: 110 global accepts · Rating: 3500 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[Kevin114514's solution](#)

1814.

1876F

[Indefinite Clownfish · Tutorial](#)

Quality: 185 global accepts · Rating: 3500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs

[Kevin114514's solution](#)

1815.

1586I

[Omkar and Mosaic · Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Kevin114514's solution](#)

1816.

1854F

[Mark and Spaceship · Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2023-08-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp

[Kevin114514's solution](#)

1817.

1707E

[Replace · Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-05 · last AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Kevin114514's solution](#)

1818.

2222F

[Building Tree · Tutorial](#)

Quality: 565 global accepts · Rating: — · first AC: 2026-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Kevin114514's solution](#)

1819.

2222H

[Counting Sort? · Tutorial](#)

Quality: 105 global accepts · Rating: — · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Kevin114514's solution](#)

1820.

2222G

[Statistics on Tree · Tutorial](#)

Quality: 156 global accepts · Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Kevin114514's solution](#)

1821.

2219E

[Weird Chessboard](#) · [Tutorial](#)

Quality: 95 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[Kevin114514's solution](#)

1822.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, trees
[Kevin114514's solution](#)

1823.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[Kevin114514's solution](#)

1824.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[Kevin114514's solution](#)

1825.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[Kevin114514's solution](#)

1826.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,968 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Kevin114514's solution](#)

1827.

2214I

[You Are a Robot](#) · [Tutorial](#)

Quality: 297 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special
[Kevin114514's solution](#)

1828.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, communication
[Kevin114514's solution](#)

1829.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special
[Kevin114514's solution](#)

1830.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, bitmasks
[Kevin114514's solution](#)

1831.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings

[Kevin114514's solution](#)

1832.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[Kevin114514's solution](#)

1833.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[Kevin114514's solution](#)

1834.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, strings

[Kevin114514's solution](#)

1835.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,126 global accepts · Rating: — · first AC: 2026-04-01 · Python 3 (first AC) · Tags: *special, graph matchings, implementation

[Kevin114514's solution](#)

1836.

2207H1

[Bowser's Castle \(Easy Version\)](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: — · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, interactive, trees

[Kevin114514's solution](#)

1837.

105401A

[Automata Embedding](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1838.

105401C

[Counting Regions](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1839.

105401K

[Same Segment](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1840.

105401E

[Hexagonal Tiling](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1841.

105401J

[Running in the Plane](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1842.

105401M

[White-Black-Tree](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1843.

105401D

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

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

[Kevin114514's solution](#)

1844.

105401L

[Simple Tree Decomposition Problem](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1845.

105401I

[Mukjippa](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1846.

105401G

[Make RUN Great Again](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1847.

105401B

[Construct a Coin Set](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1848.

105401F

[Jenga Game](#) · [Tutorial](#)

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

[Kevin114514's solution](#)

1849.

104396B

[Honkai in TAIKULA](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1850.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1851.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1852.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1853.

104396K

[Similarity \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1854.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1855.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1856.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1857.

104396J

[Similarity \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1858.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1859.

1939A

[Draw Polygon Lines](#) · [Tutorial](#)

Quality: 30 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: *special, constructive algorithms, dp, geometry, interactive

[Kevin114514's solution](#)

1860.

1939D

[Big Persimmon](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, dp, games

[Kevin114514's solution](#)

1861.

1940A

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

Quality: 105 global accepts · Rating: — · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, dsu, graphs

[Kevin114514's solution](#)

1862.

1940D

[Almost Certainly](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, data structures, sortings

[Kevin114514's solution](#)

1863.

1940B

[Three Arrays](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: — · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, implementation, sortings

[Kevin114514's solution](#)

1864.

1939B

[Evidence Board](#) · [Tutorial](#)

Quality: 307 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, dfs and similar, graphs, trees

[Kevin114514's solution](#)

1865.

1939C

[More Gifts](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: — · first AC: 2024-03-08 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, two pointers

[Kevin114514's solution](#)

1866.

100363C

[Center of the Universe](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1867.

100363D

[Cyclic Index](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · last AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1868.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1869.

100363G

[Nim for Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1870.

100363H

[Expected Number of Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1871.

100363F

[Knights](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1872.

100363A

[Aviation Reform](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1873.

100363J

[Subtrees](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1874.

undefined481

[Hero of Our Time](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-26 · Java 17 (first AC) · Tags: —

[Kevin114514's solution](#)

1875.

undefined438

[The Glorious Karlutka River =>](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Kevin114514's solution](#)

1876.

100357G

[The Most Relevant Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1877.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1878.

100357D

[Discussions](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1879.

100357B

[Chip Reconstruction](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · last AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1880.

100357C

[Convex Hull](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1881.

100357J

[Trading Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1882.

100357E

[Yet Another Game with Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1883.

100357H

[Straight or Flush](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1884.

100357F

[Merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1885.

100357A

[Casino](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1886.

104071A

[Tutorial](#)

Rating: — · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1887.

100342G

[TV Show](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1888.

100342A

[Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1889.

100342C

[Painting Cottages](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1890.

100342I

[Travel Agency](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1891.

100342F

[Move to Front](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1892.

100342H

[Hard Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1893.

100342E

[Minima](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1894.

100342D

[Dinner Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1895.

100342J

[Triatrip](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1896.

101175E

[Coffee Central](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1897.

100197H

[Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1898.

100198H

[Royal Federation](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1899.

100199G

[Beautiful People](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1900.

100199D

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

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1901.

100199C

[New Year Bonus Grant](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1902.

100199A

[Chinese Girls' Amusement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1903.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[Kevin114514's solution](#)

1904.

undefined197

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-03 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1905.

100647A

[CIVIC DILL MIX](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++14 (GCC 6-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1906.

undefined125

[Shtirlits](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-27 · GNU C++11 (first AC) · Tags: —

[Kevin114514's solution](#)

1907.

undefined152

[Making round](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[Kevin114514's solution](#)

1908.

undefined126

[Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[Kevin114514's solution](#)

1909.

undefined127

[Telephone directory](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[Kevin114514's solution](#)

1910.

undefined116

[Index of super-prime](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[Kevin114514's solution](#)

1911.

undefined104

[Little Shop of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: *special

[Kevin114514's solution](#)

1912.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1913.

undefined276

[Andrew's Troubles](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1914.

undefined184

[Patties](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1915.

undefined231

[Prime Sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1916.

undefined358

[Median of Medians](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1917.

undefined404

[Fotrune-telling with camomile](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1918.

undefined403

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

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1919.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1920.

undefined460

[Plural Form of Nouns](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1921.

undefined486

[Bulls and Cows](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1922.

undefined105

[Div 3](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1923.

undefined123

[The sum](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1924.

undefined102

[Coprimes](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1925.

undefined100

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: *special

[Kevin114514's solution](#)

1926.

1010211

[Guess the Number](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1927.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[Kevin114514's solution](#)

1928.

100274J

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