

Unique solved — LJC00118

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1.

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6.

1870A

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7.

1388A

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8.

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9.

1810A

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10.

1779A

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11.

1774A

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12.

1764A

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13.

1749A

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14.

1736A

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15.

1712A

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17.

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19.

1669C

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1669B

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21.

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1656A

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26.

1611B

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29.

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31.

1562A

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33.

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34.

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35.

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36.

1515A

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1516A

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43.

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44.

1428A

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1408A

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46.

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47.

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48.

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49.

1220A

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50.

1209A

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51.

1207A

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52.

1200A

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53.

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54.

1196A

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55.

1186A

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56.

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57.

1152A

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58.

1088A

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59.

1136A

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60.

1131A

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61.

669A

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62.

1106A

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63.

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64.

1091A

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65.

1096A

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66.

1081A

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67.

1092B

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68.

1092A

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69.

1093A

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70.

884A

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71.

1065A

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72.

1056A

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73.

1075A

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74.

1080A

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Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: math

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75.

1061A

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math

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76.

977A

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Quality: 217,458 global accepts · Rating: 800 · first AC: 2018-05-06 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: implementation

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77.

932A

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78.

1064A

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79.

1060A

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80.

1017A

[The Rank](#) · [Tutorial](#)

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81.

988A

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82.

987A

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Quality: 17,501 global accepts · Rating: 800 · first AC: 2018-05-29 · last AC: 2018-05-30 · GNU C++11 (first AC) · Tags: implementation

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83.

984A

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84.

978B

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85.

978A

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86.

964A

[Splits](#) · [Tutorial](#)

Quality: 10,310 global accepts · Rating: 800 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: math

[LJC00118's solution](#)

87.

976A

[Minimum Binary Number](#) · [Tutorial](#)

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88.

2035B

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89.

1779B

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90.

1764B

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91.

1749B

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92.

1468N

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93.

1326B

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94.

1208A

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95.

1197A

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96.

1187A

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97.

1166A

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98.

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100.

1106C

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101.

1107A

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102.

1093B

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103.

1004A

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104.

1079A

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105.

1080B

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[LJC00118's solution](#)

106.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,771 global accepts · Rating: 900 · first AC: 2018-05-06 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: implementation, strings

[LJC00118's solution](#)

107.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

108.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,971 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[LJC00118's solution](#)

109.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: implementation, strings
[LJC00118's solution](#)

110.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,328 global accepts · Rating: 900 · first AC: 2018-05-27 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[LJC00118's solution](#)

111.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,950 global accepts · Rating: 900 · first AC: 2018-05-08 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: implementation, math
[LJC00118's solution](#)

112.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2018-05-10 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

113.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation, strings
[LJC00118's solution](#)

114.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,763 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers
[LJC00118's solution](#)

115.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[LJC00118's solution](#)

116.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,908 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LJC00118's solution](#)

117.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[LJC00118's solution](#)

118.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[LJC00118's solution](#)

119.

1702D

[Not a Cheap String](#) · [Tutorial](#)

Quality: 25,935 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[LJC00118's solution](#)

120.

1614B

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

Quality: 29,026 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LJC00118's solution](#)

121.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

122.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,928 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[LJC00118's solution](#)

123.

1562B

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

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[LJC00118's solution](#)

124.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

125.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[LJC00118's solution](#)

126.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[LJC00118's solution](#)

127.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

128.

1266A

[Competitive Programmer](#) · [Tutorial](#)

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math

[LJC00118's solution](#)

129.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)

130.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

131.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

132.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[LJC00118's solution](#)

133.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: greedy, math

[LJC00118's solution](#)

134.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,586 global accepts · Rating: 1000 · first AC: 2018-12-28 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: implementation, sortings

[LJC00118's solution](#)

135.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

136.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: math, number theory

[LJC00118's solution](#)

137.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

138.

1073A

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

Quality: 17,053 global accepts · Rating: 1000 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: implementation, strings

[LJC00118's solution](#)

139.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,575 global accepts · Rating: 1000 · first AC: 2018-05-14 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: math

[LJC00118's solution](#)

140.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1000 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

141.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LJC00118's solution](#)

142.

1027A

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

Quality: 18,801 global accepts · Rating: 1000 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[LJC00118's solution](#)

143.

1023B

[Pair of Toys](#) · [Tutorial](#)

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

[LJC00118's solution](#)

144.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

145.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

146.

981B

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

Quality: 8,045 global accepts · Rating: 1000 · first AC: 2018-05-27 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: sortings

[LJC00118's solution](#)

147.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,821 global accepts · Rating: 1000 · first AC: 2018-05-13 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers

[LJC00118's solution](#)

148.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[LJC00118's solution](#)

149.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

150.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,119 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

151.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[LJC00118's solution](#)

152.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,421 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[LJC00118's solution](#)

153.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,602 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[LJC00118's solution](#)

154.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[LJC00118's solution](#)

155.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[LJC00118's solution](#)

156.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LJC00118's solution](#)

157.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

158.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LJC00118's solution](#)

159.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[LJC00118's solution](#)

160.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,476 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[LJC00118's solution](#)

161.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1100 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[LJC00118's solution](#)

162.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[LJC00118's solution](#)

163.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

164.

1132A

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

Quality: 10,178 global accepts · Rating: 1100 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

165.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,193 global accepts · Rating: 1100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[LJC00118's solution](#)

166.

1105B

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

Quality: 10,557 global accepts · Rating: 1100 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LJC00118's solution](#)

167.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[LJC00118's solution](#)

168.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2018-12-12 · last AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LJC00118's solution](#)

169.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · last AC: 2018-10-26 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

170.

1060B

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

Quality: 9,497 global accepts · Rating: 1100 · first AC: 2018-10-04 · last AC: 2018-10-04 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

171.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,284 global accepts · Rating: 1100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: sortings, strings

[LJC00118's solution](#)

172.

987B

[High School: Become Human](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1100 · first AC: 2018-05-29 · last AC: 2018-05-30 · GNU C++11 (first AC) · Tags: math

[LJC00118's solution](#)

173.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-21 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

174.

984B

[Minesweeper](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1100 · first AC: 2018-05-15 · last AC: 2018-05-16 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

175.

967A

[Mind the Gap](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1100 · first AC: 2018-05-08 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

176.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation
[LJC00118's solution](#)

177.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, math
[LJC00118's solution](#)

178.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

179.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[LJC00118's solution](#)

180.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,253 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[LJC00118's solution](#)

181.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[LJC00118's solution](#)

182.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
[LJC00118's solution](#)

183.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,253 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
[LJC00118's solution](#)

184.

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

[LJC00118's solution](#)

185.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[LJC00118's solution](#)

186.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,468 global accepts · Rating: 1200 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: data structures, hashing, math

[LJC00118's solution](#)

187.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[LJC00118's solution](#)

188.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[LJC00118's solution](#)

189.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, math

[LJC00118's solution](#)

190.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: graphs, implementation

[LJC00118's solution](#)

191.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[LJC00118's solution](#)

192.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

193.

1257C

[Dominated Subarray](#) · [Tutorial](#)

Quality: 17,145 global accepts · Rating: 1200 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[LJC00118's solution](#)

194.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,197 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

195.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LJC00118's solution](#)

196.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

197.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

198.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

199.

1184A1

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

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LJC00118's solution](#)

200.

1149A

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

Quality: 17,893 global accepts · Rating: 1200 · first AC: 2019-04-29 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LJC00118's solution](#)

201.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,658 global accepts · Rating: 1200 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[LJC00118's solution](#)

202.

1091B

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

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[LJC00118's solution](#)

203.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[LJC00118's solution](#)

204.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: brute force, math

[LJC00118's solution](#)

205.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: implementation, math
[LJC00118's solution](#)

206.

1075B

[Taxi drivers and Lyft](#) · [Tutorial](#)

Quality: 4,527 global accepts · Rating: 1200 · first AC: 2018-11-27 · last AC: 2018-11-27 · GNU C++11 (first AC) · Tags: implementation, sortings
[LJC00118's solution](#)

207.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: —
[LJC00118's solution](#)

208.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,331 global accepts · Rating: 1200 · first AC: 2018-05-06 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: sortings
[LJC00118's solution](#)

209.

1064B

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

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: math
[LJC00118's solution](#)

210.

1000A

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

Quality: 9,367 global accepts · Rating: 1200 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy, implementation
[LJC00118's solution](#)

211.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[LJC00118's solution](#)

212.

999C

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

Quality: 20,987 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

213.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++11 (first AC) · Tags: implementation, math
[LJC00118's solution](#)

214.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

215.

1023A

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

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
[LJC00118's solution](#)

216.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

217.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,616 global accepts · Rating: 1200 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

218.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-21 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

219.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[LJC00118's solution](#)

220.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[LJC00118's solution](#)

221.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[LJC00118's solution](#)

222.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

223.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

224.

1736C1

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

Quality: 16,528 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[LJC00118's solution](#)

225.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,108 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[LJC00118's solution](#)

226.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings,

ternary search

[LJC00118's solution](#)

227.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LJC00118's solution](#)

228.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,810 global accepts · Rating: 1300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[LJC00118's solution](#)

229.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[LJC00118's solution](#)

230.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[LJC00118's solution](#)

231.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

232.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[LJC00118's solution](#)

233.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[LJC00118's solution](#)

234.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

235.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[LJC00118's solution](#)

236.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2019-09-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[LJC00118's solution](#)

237.

1220B

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

Quality: 12,135 global accepts · Rating: 1300 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: math, number theory

[LJC00118's solution](#)

238.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[LJC00118's solution](#)

239.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,226 global accepts · Rating: 1300 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[LJC00118's solution](#)

240.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,675 global accepts · Rating: 1300 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dp, strings

[LJC00118's solution](#)

241.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[LJC00118's solution](#)

242.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[LJC00118's solution](#)

243.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,367 global accepts · Rating: 1300 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings

[LJC00118's solution](#)

244.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,017 global accepts · Rating: 1300 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[LJC00118's solution](#)

245.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,667 global accepts · Rating: 1300 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[LJC00118's solution](#)

246.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[LJC00118's solution](#)

247.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

248.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LJC00118's solution](#)

249.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[LJC00118's solution](#)

250.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1300 · first AC: 2018-10-20 · last AC: 2018-10-26 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

251.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[LJC00118's solution](#)

252.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,586 global accepts · Rating: 1300 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

253.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: brute force, implementation

[LJC00118's solution](#)

254.

1008C

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

Rating: 1300 · first AC: 2018-07-13 · GNU C++11 (first AC) · Tags: combinatorics, math

[LJC00118's solution](#)

255.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-05-07 · last AC: 2018-05-07 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

256.

2084C

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

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[LJC00118's solution](#)

257.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[LJC00118's solution](#)

258.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[LJC00118's solution](#)

259.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[LJC00118's solution](#)

260.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[LJC00118's solution](#)

261.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[LJC00118's solution](#)

262.

1548A

[Web of Lies](#) · [Tutorial](#)

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

[LJC00118's solution](#)

263.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: greedy, math

[LJC00118's solution](#)

264.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[LJC00118's solution](#)

265.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[LJC00118's solution](#)

266.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,490 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

267.

1456A

[Bouncing Ball](#) · [Tutorial](#)

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

[LJC00118's solution](#)

268.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[LJC00118's solution](#)

269.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[LJC00118's solution](#)

270.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: games, greedy
[LJC00118's solution](#)

271.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: interactive
[LJC00118's solution](#)

272.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings
[LJC00118's solution](#)

273.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation
[LJC00118's solution](#)

274.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings
[LJC00118's solution](#)

275.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[LJC00118's solution](#)

276.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[LJC00118's solution](#)

277.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

278.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math
[LJC00118's solution](#)

279.

1200C

[Round Corridor](#) · [Tutorial](#)

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

[LJC00118's solution](#)

280.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: implementation, two pointers

[LJC00118's solution](#)

281.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

282.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,834 global accepts · Rating: 1400 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

283.

1184B1

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

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[LJC00118's solution](#)

284.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: geometry

[LJC00118's solution](#)

285.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2018-12-28 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

286.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

287.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,581 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

288.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-22 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LJC00118's solution](#)

289.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,487 global accepts · Rating: 1400 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

290.

1091C

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

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: math, number theory
[LJC00118's solution](#)

291.

940B

[Our Tanya is Crying Out Loud](#) · [Tutorial](#)

Quality: 9,507 global accepts · Rating: 1400 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

292.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2018-12-07 · last AC: 2018-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[LJC00118's solution](#)

293.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,072 global accepts · Rating: 1400 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp, implementation, two pointers
[LJC00118's solution](#)

294.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[LJC00118's solution](#)

295.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: implementation, sortings
[LJC00118's solution](#)

296.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,059 global accepts · Rating: 1400 · first AC: 2018-05-29 · last AC: 2018-05-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation
[LJC00118's solution](#)

297.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-27 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: implementation, trees
[LJC00118's solution](#)

298.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2018-05-13 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: combinatorics, math
[LJC00118's solution](#)

299.

977D

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

Quality: 20,524 global accepts · Rating: 1400 · first AC: 2018-05-06 · last AC: 2018-05-13 · GNU C++ (first AC) · Tags: dfs and similar, math, sortings
[LJC00118's solution](#)

300.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: binary search
[LJC00118's solution](#)

301.

1949B

[Charming Meals](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[LJC00118's solution](#)

302.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

303.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

304.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

305.

1651C

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

Quality: 11,582 global accepts · Rating: 1500 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[LJC00118's solution](#)

306.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[LJC00118's solution](#)

307.

1614C

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

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[LJC00118's solution](#)

308.

1611D

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

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, trees

[LJC00118's solution](#)

309.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

310.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory

[LJC00118's solution](#)

311.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[LJC00118's solution](#)

312.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,533 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[LJC00118's solution](#)

313.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees

[LJC00118's solution](#)

314.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LJC00118's solution](#)

315.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LJC00118's solution](#)

316.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[LJC00118's solution](#)

317.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[LJC00118's solution](#)

318.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

319.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[LJC00118's solution](#)

320.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[LJC00118's solution](#)

321.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[LJC00118's solution](#)

322.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[LJC00118's solution](#)

323.

1070F

[Debate](#) · [Tutorial](#)

Quality: 3,851 global accepts · Rating: 1500 · first AC: 2018-10-20 · last AC: 2019-10-02 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

324.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,859 global accepts · Rating: 1500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[LJC00118's solution](#)

325.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers
[LJC00118's solution](#)

326.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,444 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

327.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[LJC00118's solution](#)

328.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

329.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[LJC00118's solution](#)

330.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[LJC00118's solution](#)

331.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2019-06-21 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, implementation
[LJC00118's solution](#)

332.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1500 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers
[LJC00118's solution](#)

333.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LJC00118's solution](#)

334.

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[LJC00118's solution](#)

335.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory
[LJC00118's solution](#)

336.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 1500 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[LJC00118's solution](#)

337.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: data structures, implementation
[LJC00118's solution](#)

338.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[LJC00118's solution](#)

339.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,365 global accepts · Rating: 1500 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[LJC00118's solution](#)

340.

940C

[Phone Numbers](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 1500 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings
[LJC00118's solution](#)

341.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[LJC00118's solution](#)

342.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[LJC00118's solution](#)

343.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: dsu, implementation, sortings, two pointers
[LJC00118's solution](#)

344.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2018-12-12 · last AC: 2018-12-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math
[LJC00118's solution](#)

345.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

346.

1070H

[BerOS File Suggestion](#) · [Tutorial](#)

Quality: 3,854 global accepts · Rating: 1500 · first AC: 2018-10-20 · last AC: 2018-10-26 · GNU C++11 (first AC) · Tags: brute force, implementation
[LJC00118's solution](#)

347.

121B

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

Quality: 2,822 global accepts · Rating: 1500 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: strings
[LJC00118's solution](#)

348.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

349.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math
[LJC00118's solution](#)

350.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

351.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2018-05-21 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

352.

614A

[Link/Cut Tree](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation

[LJC00118's solution](#)

353.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[LJC00118's solution](#)

354.

978D

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

Quality: 9,955 global accepts · Rating: 1500 · first AC: 2018-05-13 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[LJC00118's solution](#)

355.

977E

[Cyclic Components](#) · [Tutorial](#)

Quality: 25,612 global accepts · Rating: 1500 · first AC: 2018-05-06 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[LJC00118's solution](#)

356.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[LJC00118's solution](#)

357.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LJC00118's solution](#)

358.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

359.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,387 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

360.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[LJC00118's solution](#)

361.

1753B

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

Quality: 14,994 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[LJC00118's solution](#)

362.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,844 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs
[LJC00118's solution](#)

363.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,655 global accepts · Rating: 1600 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[LJC00118's solution](#)

364.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[LJC00118's solution](#)

365.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[LJC00118's solution](#)

366.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1600 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees
[LJC00118's solution](#)

367.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2021-05-05 · GNU C++11 (first AC) · Tags: binary search, interactive
[LJC00118's solution](#)

368.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[LJC00118's solution](#)

369.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation
[LJC00118's solution](#)

370.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory
[LJC00118's solution](#)

371.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, math, number theory, two pointers
[LJC00118's solution](#)

372.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: data structures, math, number theory
[LJC00118's solution](#)

373.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[LJC00118's solution](#)

374.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,782 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[LJC00118's solution](#)

375.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[LJC00118's solution](#)

376.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, math

[LJC00118's solution](#)

377.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

378.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

379.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[LJC00118's solution](#)

380.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,987 global accepts · Rating: 1600 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[LJC00118's solution](#)

381.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: 1600 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: sortings, two pointers

[LJC00118's solution](#)

382.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

383.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[LJC00118's solution](#)

384.

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[LJC00118's solution](#)

385.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,940 global accepts · Rating: 1600 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[LJC00118's solution](#)

386.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[LJC00118's solution](#)

387.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: implementation, sortings

[LJC00118's solution](#)

388.

966A

[Stairs and Elevators](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[LJC00118's solution](#)

389.

1085C

[Connect Three](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 1600 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

390.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-06 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[LJC00118's solution](#)

391.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry

[LJC00118's solution](#)

392.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,757 global accepts · Rating: 1600 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: binary search, implementation

[LJC00118's solution](#)

393.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

394.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: greedy, sortings
[LJC00118's solution](#)

395.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

396.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

397.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,721 global accepts · Rating: 1600 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees
[LJC00118's solution](#)

398.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: math, number theory
[LJC00118's solution](#)

399.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

400.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: dfs and similar, trees
[LJC00118's solution](#)

401.

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[LJC00118's solution](#)

402.

1060C

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

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · last AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers
[LJC00118's solution](#)

403.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: greedy
[LJC00118's solution](#)

404.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[LJC00118's solution](#)

405.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,329 global accepts · Rating: 1600 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: graphs, greedy, number theory, shortest paths

[LJC00118's solution](#)

406.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[LJC00118's solution](#)

407.

980B

[Marlin](#) · [Tutorial](#)

Quality: 4,923 global accepts · Rating: 1600 · first AC: 2018-05-08 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

408.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[LJC00118's solution](#)

409.

2006A

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

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[LJC00118's solution](#)

410.

1995B2

[Bouquet \(Hard Version\)](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[LJC00118's solution](#)

411.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1700 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[LJC00118's solution](#)

412.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,052 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[LJC00118's solution](#)

413.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[LJC00118's solution](#)

414.

1702F

[Equate Multisets](#) · [Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[LJC00118's solution](#)

415.

949B

[A Leapfrog in the Array](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1700 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

416.

1611E1

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

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[LJC00118's solution](#)

417.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[LJC00118's solution](#)

418.

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[LJC00118's solution](#)

419.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

420.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,110 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[LJC00118's solution](#)

421.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[LJC00118's solution](#)

422.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[LJC00118's solution](#)

423.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[LJC00118's solution](#)

424.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: binary search, sortings

[LJC00118's solution](#)

425.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: geometry, hashing, number theory

[LJC00118's solution](#)

426.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[LJC00118's solution](#)

427.

1434B

[Shurikens](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[LJC00118's solution](#)

428.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[LJC00118's solution](#)

429.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,323 global accepts · Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[LJC00118's solution](#)

430.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[LJC00118's solution](#)

431.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LJC00118's solution](#)

432.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[LJC00118's solution](#)

433.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[LJC00118's solution](#)

434.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[LJC00118's solution](#)

435.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[LJC00118's solution](#)

436.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

437.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[LJC00118's solution](#)

438.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LJC00118's solution](#)

439.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[LJC00118's solution](#)

440.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

441.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,301 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[LJC00118's solution](#)

442.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[LJC00118's solution](#)

443.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,727 global accepts · Rating: 1700 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[LJC00118's solution](#)

444.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[LJC00118's solution](#)

445.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[LJC00118's solution](#)

446.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1700 · first AC: 2019-05-26 · last AC: 2019-05-29 · GNU C++11 (first AC) · Tags: binary search, greedy

[LJC00118's solution](#)

447.

1132C

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

Quality: 5,705 global accepts · Rating: 1700 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: brute force

[LJC00118's solution](#)

448.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[LJC00118's solution](#)

449.

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy

[LJC00118's solution](#)

450.

850A

[Five Dimensional Points](#) · [Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[LJC00118's solution](#)

451.

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[LJC00118's solution](#)

452.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,474 global accepts · Rating: 1700 · first AC: 2018-12-30 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

453.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: greedy, implementation, trees

[LJC00118's solution](#)

454.

1092C

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 6,347 global accepts · Rating: 1700 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: strings

[LJC00118's solution](#)

455.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2018-12-17 · last AC: 2018-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LJC00118's solution](#)

456.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: *special, implementation

[LJC00118's solution](#)

457.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[LJC00118's solution](#)

458.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[LJC00118's solution](#)

459.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: binary search, two pointers

[LJC00118's solution](#)

460.

1075C

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: two pointers

[LJC00118's solution](#)

461.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

462.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[LJC00118's solution](#)

463.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,251 global accepts · Rating: 1700 · first AC: 2018-10-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs

[LJC00118's solution](#)

464.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,168 global accepts · Rating: 1700 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[LJC00118's solution](#)

465.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 1700 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[LJC00118's solution](#)

466.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,856 global accepts · Rating: 1700 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: brute force, greedy

[LJC00118's solution](#)

467.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LJC00118's solution](#)

468.

936A

[Save Energy!](#) · [Tutorial](#)

Quality: 4,639 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[LJC00118's solution](#)

469.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[LJC00118's solution](#)

470.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures
[LJC00118's solution](#)

471.

990D

[Graph And Its Complement](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 1700 · first AC: 2018-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[LJC00118's solution](#)

472.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: implementation, math
[LJC00118's solution](#)

473.

984C

[Finite or not?](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-05-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[LJC00118's solution](#)

474.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · last AC: 2018-05-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[LJC00118's solution](#)

475.

980C

[Posterized](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2018-05-08 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: games, greedy
[LJC00118's solution](#)

476.

977F

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

Quality: 25,127 global accepts · Rating: 1700 · first AC: 2018-05-06 · last AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dp
[LJC00118's solution](#)

477.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
[LJC00118's solution](#)

478.

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

[LJC00118's solution](#)

479.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[LJC00118's solution](#)

480.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, games

[LJC00118's solution](#)

481.

1949I

[Disks](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, geometry, graph matchings, graphs

[LJC00118's solution](#)

482.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[LJC00118's solution](#)

483.

336C

[Vasily the Bear and Sequence](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, number theory

[LJC00118's solution](#)

484.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

485.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[LJC00118's solution](#)

486.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[LJC00118's solution](#)

487.

1611F

[ATM and Students](#) · [Tutorial](#)

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

[LJC00118's solution](#)

488.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,589 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LJC00118's solution](#)

489.

1556C

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

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

[LJC00118's solution](#)

490.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[LJC00118's solution](#)

491.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[LJC00118's solution](#)

492.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,241 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[LJC00118's solution](#)

493.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[LJC00118's solution](#)

494.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[LJC00118's solution](#)

495.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[LJC00118's solution](#)

496.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,904 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

[LJC00118's solution](#)

497.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings

[LJC00118's solution](#)

498.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[LJC00118's solution](#)

499.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

500.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[LJC00118's solution](#)

501.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

502.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LJC00118's solution](#)

503.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[LJC00118's solution](#)

504.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[LJC00118's solution](#)

505.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[LJC00118's solution](#)

506.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[LJC00118's solution](#)

507.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[LJC00118's solution](#)

508.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 1800 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation, math

[LJC00118's solution](#)

509.

1261B2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
[LJC00118's solution](#)

510.

1254B1

[Send Boxes to Alice \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[LJC00118's solution](#)

511.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms
[LJC00118's solution](#)

512.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: combinatorics
[LJC00118's solution](#)

513.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[LJC00118's solution](#)

514.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: games
[LJC00118's solution](#)

515.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[LJC00118's solution](#)

516.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · last AC: 2019-07-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[LJC00118's solution](#)

517.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: implementation, math
[LJC00118's solution](#)

518.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2019-06-21 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms
[LJC00118's solution](#)

519.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

520.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1800 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[LJC00118's solution](#)

521.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,083 global accepts · Rating: 1800 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[LJC00118's solution](#)

522.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: binary search, sortings

[LJC00118's solution](#)

523.

527D

[Clique Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[LJC00118's solution](#)

524.

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

525.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy

[LJC00118's solution](#)

526.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-02-08 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: number theory

[LJC00118's solution](#)

527.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[LJC00118's solution](#)

528.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2018-12-10 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[LJC00118's solution](#)

529.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

530.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,645 global accepts · Rating: 1800 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths, sortings
[LJC00118's solution](#)

531.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2018-12-03 · last AC: 2018-12-03 · GNU C++11 (first AC) · Tags: binary search, two pointers
[LJC00118's solution](#)

532.

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[LJC00118's solution](#)

533.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: data structures, greedy
[LJC00118's solution](#)

534.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · last AC: 2018-10-27 · GNU C++11 (first AC) · Tags: greedy
[LJC00118's solution](#)

535.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dp, games, math, probabilities
[LJC00118's solution](#)

536.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[LJC00118's solution](#)

537.

1030D

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

Quality: 6,254 global accepts · Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry, number theory
[LJC00118's solution](#)

538.

1053A

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

Rating: 1800 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: geometry
[LJC00118's solution](#)

539.

963A

[Alternating Sum](#) · [Tutorial](#)

Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-09-23 · last AC: 2018-09-23 · GNU C++11 (first AC) · Tags: math, number theory
[LJC00118's solution](#)

540.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[LJC00118's solution](#)

541.

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2018-08-03 · GNU C++11 (first AC) · Tags: dp, implementation

[LJC00118's solution](#)

542.

989C

[A Mist of Florescence](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[LJC00118's solution](#)

543.

988D

[Points and Powers of Two](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1800 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: brute force, math

[LJC00118's solution](#)

544.

986B

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

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-05-30 · GNU C++11 (first AC) · Tags: combinatorics, math

[LJC00118's solution](#)

545.

987E

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

Rating: 1800 · first AC: 2018-05-29 · GNU C++11 (first AC) · Tags: math

[LJC00118's solution](#)

546.

983B

[XOR-pyramid](#) · [Tutorial](#)

Quality: 6,307 global accepts · Rating: 1800 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

547.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

548.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[LJC00118's solution](#)

549.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LJC00118's solution](#)

550.

1949C

[Annual Ants' Gathering](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 1900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LJC00118's solution](#)

551.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

552.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[LJC00118's solution](#)

553.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LJC00118's solution](#)

554.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LJC00118's solution](#)

555.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

556.

1702G1

[Passable Paths \(easy version\)](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[LJC00118's solution](#)

557.

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

[LJC00118's solution](#)

558.

1651D

[Nearest Excluded Points](#) · [Tutorial](#)

Quality: 6,504 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

[LJC00118's solution](#)

559.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[LJC00118's solution](#)

560.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[LJC00118's solution](#)

561.

1611E2

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[LJC00118's solution](#)

562.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy

[LJC00118's solution](#)

563.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[LJC00118's solution](#)

564.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LJC00118's solution](#)

565.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[LJC00118's solution](#)

566.

1434A

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, greedy, sortings, two pointers

[LJC00118's solution](#)

567.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, shortest paths

[LJC00118's solution](#)

568.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LJC00118's solution](#)

569.

1423B

[Valuable Paper](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 1900 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, graphs

[LJC00118's solution](#)

570.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[LJC00118's solution](#)

571.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[LJC00118's solution](#)

572.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[LJC00118's solution](#)

573.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,868 global accepts · Rating: 1900 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[LJC00118's solution](#)

574.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,668 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[LJC00118's solution](#)

575.

1264B

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

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2019-12-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[LJC00118's solution](#)

576.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[LJC00118's solution](#)

577.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[LJC00118's solution](#)

578.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[LJC00118's solution](#)

579.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[LJC00118's solution](#)

580.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[LJC00118's solution](#)

581.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,449 global accepts · Rating: 1900 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[LJC00118's solution](#)

582.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[LJC00118's solution](#)

583.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[LJC00118's solution](#)

584.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[LJC00118's solution](#)

585.

1197D

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

Quality: 5,779 global accepts · Rating: 1900 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: dp, greedy, math

[LJC00118's solution](#)

586.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[LJC00118's solution](#)

587.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-05-26 · last AC: 2019-05-29 · GNU C++11 (first AC) · Tags: brute force, two pointers

[LJC00118's solution](#)

588.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[LJC00118's solution](#)

589.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[LJC00118's solution](#)

590.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

591.

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[LJC00118's solution](#)

592.

1141F2

[Same Sum Blocks \(Hard\)](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 1900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

593.

1141F1

[Same Sum Blocks \(Easy\)](#) · [Tutorial](#)

Quality: 4,155 global accepts · Rating: 1900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

594.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · last AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

595.

994D

[Open Communication](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: bitmasks

[LJC00118's solution](#)

596.

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2019-02-01 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[LJC00118's solution](#)

597.

1105D

[Kilani and the Game](#) · [Tutorial](#)

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LJC00118's solution](#)

598.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[LJC00118's solution](#)

599.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LJC00118's solution](#)

600.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, interactive, trees

[LJC00118's solution](#)

601.

1075D

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, interactive, trees

[LJC00118's solution](#)

602.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

603.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[LJC00118's solution](#)

604.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[LJC00118's solution](#)

605.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · last AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LJC00118's solution](#)

606.

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,484 global accepts · Rating: 1900 · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory

[LJC00118's solution](#)

607.

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LJC00118's solution](#)

608.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: dp, implementation

[LJC00118's solution](#)

609.

999D

[Equalize the Remainders](#) · [Tutorial](#)

Quality: 4,897 global accepts · Rating: 1900 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[LJC00118's solution](#)

610.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 1900 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy

[LJC00118's solution](#)

611.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[LJC00118's solution](#)

612.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2023-06-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[LJC00118's solution](#)

613.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[LJC00118's solution](#)

614.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[LJC00118's solution](#)

615.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

616.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[LJC00118's solution](#)

617.

1718B

[Fibonacci Strings](#) · [Tutorial](#)

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[LJC00118's solution](#)

618.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,102 global accepts · Rating: 2000 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[LJC00118's solution](#)

619.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[LJC00118's solution](#)

620.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings

[LJC00118's solution](#)

621.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[LJC00118's solution](#)

622.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[LJC00118's solution](#)

623.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LJC00118's solution](#)

624.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

625.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[LJC00118's solution](#)

626.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[LJC00118's solution](#)

627.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

628.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, strings

[LJC00118's solution](#)

629.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[LJC00118's solution](#)

630.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LJC00118's solution](#)

631.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

632.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[LJC00118's solution](#)

633.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[LJC00118's solution](#)

634.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[LJC00118's solution](#)

635.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

[LJC00118's solution](#)

636.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

637.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[LJC00118's solution](#)

638.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, two pointers

[LJC00118's solution](#)

639.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[LJC00118's solution](#)

640.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[LJC00118's solution](#)

641.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[LJC00118's solution](#)

642.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[LJC00118's solution](#)

643.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[LJC00118's solution](#)

644.

1198C

[Matching vs Independent Set](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 2000 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[LJC00118's solution](#)

645.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[LJC00118's solution](#)

646.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[LJC00118's solution](#)

647.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-28 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive

[LJC00118's solution](#)

648.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[LJC00118's solution](#)

649.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,082 global accepts · Rating: 2000 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[LJC00118's solution](#)

650.

380C

[Sereja and Brackets](#) · [Tutorial](#)

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2019-03-29 · last AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, schedules

[LJC00118's solution](#)

651.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2019-03-06 · last AC: 2019-03-11 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

652.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[LJC00118's solution](#)

653.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2019-02-27 · last AC: 2019-03-01 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

654.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[LJC00118's solution](#)

655.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2019-01-22 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[LJC00118's solution](#)

656.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-01-09 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[LJC00118's solution](#)

657.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2018-12-10 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, strings

[LJC00118's solution](#)

658.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 2000 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[LJC00118's solution](#)

659.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[LJC00118's solution](#)

660.

1080D

[Olga and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[LJC00118's solution](#)

661.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[LJC00118's solution](#)

662.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LJC00118's solution](#)

663.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,498 global accepts · Rating: 2000 · first AC: 2018-10-04 · last AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[LJC00118's solution](#)

664.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: binary search, interactive

[LJC00118's solution](#)

665.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LJC00118's solution](#)

666.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[LJC00118's solution](#)

667.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,849 global accepts · Rating: 2000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[LJC00118's solution](#)

668.

999F

[Cards and Joy](#) · [Tutorial](#)

Quality: 3,266 global accepts · Rating: 2000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

669.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: binary search, brute force, math, number theory

[LJC00118's solution](#)

670.

975D

[Ghosts](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 2000 · first AC: 2018-05-07 · GNU C++11 (first AC) · Tags: geometry, math

[LJC00118's solution](#)

671.

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

672.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[LJC00118's solution](#)

673.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[LJC00118's solution](#)

674.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, geometry, greedy, implementation, math

[LJC00118's solution](#)

675.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[LJC00118's solution](#)

676.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[LJC00118's solution](#)

677.

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[LJC00118's solution](#)

678.

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[LJC00118's solution](#)

679.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[LJC00118's solution](#)

680.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[LJC00118's solution](#)

681.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[LJC00118's solution](#)

682.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[LJC00118's solution](#)

683.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[LJC00118's solution](#)

684.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search

[LJC00118's solution](#)

685.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[LJC00118's solution](#)

686.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[LJC00118's solution](#)

687.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[LJC00118's solution](#)

688.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[LJC00118's solution](#)

689.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

690.

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[LJC00118's solution](#)

691.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2019-10-06 · GNU C++11 (first AC) · Tags: dp, sortings, trees

[LJC00118's solution](#)

692.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[LJC00118's solution](#)

693.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

694.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[LJC00118's solution](#)

695.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, two pointers

[LJC00118's solution](#)

696.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, math, number theory

[LJC00118's solution](#)

697.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

[LJC00118's solution](#)

698.

1184E2

[Daleks' Invasion \(medium\)](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[LJC00118's solution](#)

699.

1184A2

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

Quality: 1,123 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, number theory

[LJC00118's solution](#)

700.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LJC00118's solution](#)

701.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[LJC00118's solution](#)

702.

1166E

[The LCMs Must be Large](#) · [Tutorial](#)

Quality: 3,009 global accepts · Rating: 2100 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[LJC00118's solution](#)

703.

1152D

[Neko and Aki's Prank](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[LJC00118's solution](#)

704.

920E

[Connected Components?](#) · [Tutorial](#)

Quality: 7,747 global accepts · Rating: 2100 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LJC00118's solution](#)

705.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

706.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,268 global accepts · Rating: 2100 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[LJC00118's solution](#)

707.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LJC00118's solution](#)

708.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: implementation, number theory

[LJC00118's solution](#)

709.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: data structures, dp

[LJC00118's solution](#)

710.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[LJC00118's solution](#)

711.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-06 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LJC00118's solution](#)

712.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[LJC00118's solution](#)

713.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2018-11-28 · last AC: 2018-11-28 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[LJC00118's solution](#)

714.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dp, geometry

[LJC00118's solution](#)

715.

1075E

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dp, geometry

[LJC00118's solution](#)

716.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: dp, math

[LJC00118's solution](#)

717.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[LJC00118's solution](#)

718.

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2018-11-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[LJC00118's solution](#)

719.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2018-09-26 · last AC: 2018-09-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[LJC00118's solution](#)

720.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

721.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, matrices

[LJC00118's solution](#)

722.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2018-06-02 · GNU C++11 (first AC) · Tags: brute force, greedy

[LJC00118's solution](#)

723.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2018-05-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[LJC00118's solution](#)

724.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[LJC00118's solution](#)

725.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[LJC00118's solution](#)

726.

1949F

[Dating](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, trees

[LJC00118's solution](#)

727.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

728.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, string suffix structures, strings

[LJC00118's solution](#)

729.

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[LJC00118's solution](#)

730.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LJC00118's solution](#)

731.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[LJC00118's solution](#)

732.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[LJC00118's solution](#)

733.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2200 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[LJC00118's solution](#)

734.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[LJC00118's solution](#)

735.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, math

[LJC00118's solution](#)

736.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

737.

1562D2

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

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[LJC00118's solution](#)

738.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[LJC00118's solution](#)

739.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

740.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[LJC00118's solution](#)

741.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[LJC00118's solution](#)

742.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LJC00118's solution](#)

743.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

744.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[LJC00118's solution](#)

745.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[LJC00118's solution](#)

746.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[LJC00118's solution](#)

747.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[LJC00118's solution](#)

748.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LJC00118's solution](#)

749.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2019-12-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees

[LJC00118's solution](#)

750.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LJC00118's solution](#)

751.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[LJC00118's solution](#)

752.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[LJC00118's solution](#)

753.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

754.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings

[LJC00118's solution](#)

755.

1184B2

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

Quality: 688 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs, shortest paths, sortings

[LJC00118's solution](#)

756.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

757.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[LJC00118's solution](#)

758.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,804 global accepts · Rating: 2200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[LJC00118's solution](#)

759.

1168C

[And Reachability](#) · [Tutorial](#)

Quality: 2,732 global accepts · Rating: 2200 · first AC: 2019-05-26 · last AC: 2019-05-29 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LJC00118's solution](#)

760.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-05-18 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math

[LJC00118's solution](#)

761.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2200 · first AC: 2019-04-29 · last AC: 2019-05-16 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[LJC00118's solution](#)

762.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[LJC00118's solution](#)

763.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[LJC00118's solution](#)

764.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

765.

733F

[Drivers Dissatisfaction](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2200 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[LJC00118's solution](#)

766.

490F

[Treeland Tour](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[LJC00118's solution](#)

767.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

768.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

769.

966C

[Big Secret](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[LJC00118's solution](#)

770.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-03-01 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[LJC00118's solution](#)

771.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[LJC00118's solution](#)

772.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

773.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[LJC00118's solution](#)

774.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[LJC00118's solution](#)

775.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-13 · last AC: 2019-01-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[LJC00118's solution](#)

776.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[LJC00118's solution](#)

777.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[LJC00118's solution](#)

778.

1092D2

[Great Vova Wall \(Version 2\)](#) · [Tutorial](#)

Quality: 3,377 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

779.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2018-12-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LJC00118's solution](#)

780.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: dp, graphs, number theory, shortest paths

[LJC00118's solution](#)

781.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-11-29 · last AC: 2018-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths

[LJC00118's solution](#)

782.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,874 global accepts · Rating: 2200 · first AC: 2018-11-26 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers

[LJC00118's solution](#)

783.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,303 global accepts · Rating: 2200 · first AC: 2018-11-21 · GNU C++11 (first AC) · Tags: fft, math

[LJC00118's solution](#)

784.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,998 global accepts · Rating: 2200 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[LJC00118's solution](#)

785.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: brute force, data structures

[LJC00118's solution](#)

786.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2018-05-27 · last AC: 2018-05-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[LJC00118's solution](#)

787.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: dp, sortings

[LJC00118's solution](#)

788.

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2018-05-13 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[LJC00118's solution](#)

789.

2089B2

[Canteen \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[LJC00118's solution](#)

790.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[LJC00118's solution](#)

791.

2006C

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

Quality: 2,074 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

[LJC00118's solution](#)

792.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[LJC00118's solution](#)

793.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[LJC00118's solution](#)

794.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings

[LJC00118's solution](#)

795.

1949G

[Scooter](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2300 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy

[LJC00118's solution](#)

796.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

797.

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[LJC00118's solution](#)

798.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[LJC00118's solution](#)

799.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[LJC00118's solution](#)

800.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[LJC00118's solution](#)

801.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[LJC00118's solution](#)

802.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, geometry, math, number theory

[LJC00118's solution](#)

803.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[LJC00118's solution](#)

804.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[LJC00118's solution](#)

805.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[LJC00118's solution](#)

806.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[LJC00118's solution](#)

807.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[LJC00118's solution](#)

808.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[LJC00118's solution](#)

809.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[LJC00118's solution](#)

810.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing
[LJC00118's solution](#)

811.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2018-12-12 · last AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[LJC00118's solution](#)

812.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory
[LJC00118's solution](#)

813.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[LJC00118's solution](#)

814.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, math
[LJC00118's solution](#)

815.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math
[LJC00118's solution](#)

816.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, interactive, math
[LJC00118's solution](#)

817.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation
[LJC00118's solution](#)

818.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,069 global accepts · Rating: 2300 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[LJC00118's solution](#)

819.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[LJC00118's solution](#)

820.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

821.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: dp
[LJC00118's solution](#)

822.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2019-07-25 · GNU C++11 (first AC) · Tags: brute force, games, greedy
[LJC00118's solution](#)

823.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings
[LJC00118's solution](#)

824.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[LJC00118's solution](#)

825.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers
[LJC00118's solution](#)

826.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: dp, math, matrices, number theory
[LJC00118's solution](#)

827.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2019-06-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math,

sortings, two pointers

[LJC00118's solution](#)

828.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, math, sortings

[LJC00118's solution](#)

829.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LJC00118's solution](#)

830.

901C

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

Quality: 1,298 global accepts · Rating: 2300 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, two pointers

[LJC00118's solution](#)

831.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs

[LJC00118's solution](#)

832.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[LJC00118's solution](#)

833.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[LJC00118's solution](#)

834.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2019-03-30 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

835.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-03-01 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[LJC00118's solution](#)

836.

915E

[Physical Education Lessons](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2019-01-29 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[LJC00118's solution](#)

837.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: chinese remainder theorem, fft, math

[LJC00118's solution](#)

838.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[LJC00118's solution](#)

839.

1085E

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

Quality: 1,122 global accepts · Rating: 2300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[LJC00118's solution](#)

840.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[LJC00118's solution](#)

841.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2018-12-26 · GNU C++11 (first AC) · Tags: data structures, math, matrices
[LJC00118's solution](#)

842.

1086C

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

Rating: 2300 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[LJC00118's solution](#)

843.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: bitmasks, data structures
[LJC00118's solution](#)

844.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2018-12-07 · last AC: 2018-12-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[LJC00118's solution](#)

845.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[LJC00118's solution](#)

846.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[LJC00118's solution](#)

847.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: combinatorics, strings
[LJC00118's solution](#)

848.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math
[LJC00118's solution](#)

849.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-09-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LJC00118's solution](#)

850.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 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

[LJC00118's solution](#)

851.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

852.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

853.

733E

[Sleep in Class](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2023-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, two pointers

[LJC00118's solution](#)

854.

1779E

[Any's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[LJC00118's solution](#)

855.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[LJC00118's solution](#)

856.

1774F1

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-12-17 · last AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[LJC00118's solution](#)

857.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[LJC00118's solution](#)

858.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[LJC00118's solution](#)

859.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[LJC00118's solution](#)

860.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[LJC00118's solution](#)

861.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[LJC00118's solution](#)

862.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · last AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[LJC00118's solution](#)

863.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[LJC00118's solution](#)

864.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[LJC00118's solution](#)

865.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[LJC00118's solution](#)

866.

720B

[Cactusophobia](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: dfs and similar, flows

[LJC00118's solution](#)

867.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, probabilities

[LJC00118's solution](#)

868.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[LJC00118's solution](#)

869.

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths
[LJC00118's solution](#)

870.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[LJC00118's solution](#)

871.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[LJC00118's solution](#)

872.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[LJC00118's solution](#)

873.

1078C

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[LJC00118's solution](#)

874.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-17 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
[LJC00118's solution](#)

875.

1374F

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

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2020-06-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings
[LJC00118's solution](#)

876.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[LJC00118's solution](#)

877.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[LJC00118's solution](#)

878.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, two pointers
[LJC00118's solution](#)

879.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs
[LJC00118's solution](#)

880.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: data structures, probabilities
[LJC00118's solution](#)

881.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[LJC00118's solution](#)

882.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-11-24 · GNU C++11 (first AC) · Tags: combinatorics, fft, math, number theory
[LJC00118's solution](#)

883.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
[LJC00118's solution](#)

884.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[LJC00118's solution](#)

885.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: dp, math
[LJC00118's solution](#)

886.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-09-23 · GNU C++11 (first AC) · Tags: brute force, graphs
[LJC00118's solution](#)

887.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: implementation, interactive
[LJC00118's solution](#)

888.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings
[LJC00118's solution](#)

889.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[LJC00118's solution](#)

890.

1184E3

[Daleks' Invasion \(hard\)](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[LJC00118's solution](#)

891.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: data structures, sortings

[LJC00118's solution](#)

892.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[LJC00118's solution](#)

893.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2019-06-03 · last AC: 2019-06-06 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[LJC00118's solution](#)

894.

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2019-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LJC00118's solution](#)

895.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[LJC00118's solution](#)

896.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2018-12-28 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees

[LJC00118's solution](#)

897.

707E

[Garlands](#) · [Tutorial](#)

Quality: 1,342 global accepts · Rating: 2400 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

898.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-08 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[LJC00118's solution](#)

899.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[LJC00118's solution](#)

900.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2019-04-03 · GNU C++11 (first AC) · Tags: geometry

[LJC00118's solution](#)

901.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-12 · last AC: 2019-03-01 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[LJC00118's solution](#)

902.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-03 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[LJC00118's solution](#)

903.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-27 · last AC: 2019-01-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[LJC00118's solution](#)

904.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

905.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

906.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-06 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[LJC00118's solution](#)

907.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-10 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LJC00118's solution](#)

908.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · last AC: 2018-12-31 · GNU C++11 (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[LJC00118's solution](#)

909.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[LJC00118's solution](#)

910.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

911.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

912.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2018-12-17 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

913.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-30 · last AC: 2018-11-30 · GNU C++11 (first AC) · Tags: flows, graphs

[LJC00118's solution](#)

914.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu

[LJC00118's solution](#)

915.

1075F

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

Rating: 2400 · first AC: 2018-11-27 · GNU C++11 (first AC) · Tags: data structures, dsu

[LJC00118's solution](#)

916.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2400 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

917.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-23 · last AC: 2018-11-23 · GNU C++11 (first AC) · Tags: interactive, probabilities

[LJC00118's solution](#)

918.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2018-11-07 · last AC: 2018-11-07 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft, math

[LJC00118's solution](#)

919.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2018-10-09 · last AC: 2018-10-09 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

920.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-10-06 · last AC: 2018-10-08 · GNU C++11 (first AC) · Tags: binary search, data

structures, dp, greedy, trees

[LJC00118's solution](#)

921.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2018-09-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[LJC00118's solution](#)

922.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[LJC00118's solution](#)

923.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2018-05-16 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[LJC00118's solution](#)

924.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[LJC00118's solution](#)

925.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[LJC00118's solution](#)

926.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LJC00118's solution](#)

927.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[LJC00118's solution](#)

928.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LJC00118's solution](#)

929.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[LJC00118's solution](#)

930.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[LJC00118's solution](#)

931.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[LJC00118's solution](#)

932.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[LJC00118's solution](#)

933.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[LJC00118's solution](#)

934.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[LJC00118's solution](#)

935.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[LJC00118's solution](#)

936.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[LJC00118's solution](#)

937.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[LJC00118's solution](#)

938.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[LJC00118's solution](#)

939.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[LJC00118's solution](#)

940.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[LJC00118's solution](#)

941.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[LJC00118's solution](#)

942.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LJC00118's solution](#)

943.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[LJC00118's solution](#)

944.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

945.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[LJC00118's solution](#)

946.

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[LJC00118's solution](#)

947.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[LJC00118's solution](#)

948.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[LJC00118's solution](#)

949.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LJC00118's solution](#)

950.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[LJC00118's solution](#)

951.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math

[LJC00118's solution](#)

952.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: data structures, number theory

[LJC00118's solution](#)

953.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[LJC00118's solution](#)

954.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[LJC00118's solution](#)

955.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[LJC00118's solution](#)

956.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[LJC00118's solution](#)

957.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[LJC00118's solution](#)

958.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-03 · last AC: 2020-03-05 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[LJC00118's solution](#)

959.

1320D

[Reachable Strings](#) · [Tutorial](#)

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[LJC00118's solution](#)

960.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2020-02-22 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[LJC00118's solution](#)

961.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · GNU C++11 (first AC) · Tags: combinatorics, geometry, math, sortings
[LJC00118's solution](#)

962.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, trees
[LJC00118's solution](#)

963.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures, dp, matrices, strings
[LJC00118's solution](#)

964.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: implementation
[LJC00118's solution](#)

965.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings
[LJC00118's solution](#)

966.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2019-07-31 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[LJC00118's solution](#)

967.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-17 · last AC: 2019-07-18 · GNU C++11 (first AC) · Tags: data structures, geometry, math, sortings
[LJC00118's solution](#)

968.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2019-07-14 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry
[LJC00118's solution](#)

969.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees
[LJC00118's solution](#)

970.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: dp
[LJC00118's solution](#)

971.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: flows, graphs

[LJC00118's solution](#)

972.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2019-07-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LJC00118's solution](#)

973.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: divide and conquer, implementation, math

[LJC00118's solution](#)

974.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2019-06-22 · last AC: 2019-06-22 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[LJC00118's solution](#)

975.

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-06 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[LJC00118's solution](#)

976.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2019-03-23 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LJC00118's solution](#)

977.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[LJC00118's solution](#)

978.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

979.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

980.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2019-03-31 · GNU C++11 (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

981.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-13 · last AC: 2019-01-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[LJC00118's solution](#)

982.

1085F

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

Quality: 710 global accepts · Rating: 2500 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)

983.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-05 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[LJC00118's solution](#)

984.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-01-02 · last AC: 2019-01-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[LJC00118's solution](#)

985.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

986.

1086D

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

Rating: 2500 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

987.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2018-12-23 · last AC: 2018-12-23 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[LJC00118's solution](#)

988.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dsu

[LJC00118's solution](#)

989.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[LJC00118's solution](#)

990.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2018-12-04 · last AC: 2018-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[LJC00118's solution](#)

991.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LJC00118's solution](#)

992.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2018-09-25 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

993.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2018-09-24 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[LJC00118's solution](#)

994.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math

[LJC00118's solution](#)

995.

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

[LJC00118's solution](#)

996.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[LJC00118's solution](#)

997.

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

[LJC00118's solution](#)

998.

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[LJC00118's solution](#)

999.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[LJC00118's solution](#)

1000.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LJC00118's solution](#)

1001.

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, trees, two pointers

[LJC00118's solution](#)**1002.**

1949D

[Funny or Scary?](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)**1003.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LJC00118's solution](#)**1004.**

1793E

[Veletin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[LJC00118's solution](#)**1005.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[LJC00118's solution](#)**1006.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[LJC00118's solution](#)**1007.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LJC00118's solution](#)**1008.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[LJC00118's solution](#)**1009.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[LJC00118's solution](#)**1010.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1011.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[LJC00118's solution](#)**1012.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[LJC00118's solution](#)**1013.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[LJC00118's solution](#)**1014.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[LJC00118's solution](#)**1015.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[LJC00118's solution](#)**1016.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[LJC00118's solution](#)**1017.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[LJC00118's solution](#)**1018.**

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[LJC00118's solution](#)**1019.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2020-12-29 · last AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[LJC00118's solution](#)**1020.**

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs

[LJC00118's solution](#)

1021.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[LJC00118's solution](#)

1022.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[LJC00118's solution](#)

1023.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[LJC00118's solution](#)

1024.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[LJC00118's solution](#)

1025.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-12 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[LJC00118's solution](#)

1026.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[LJC00118's solution](#)

1027.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search

[LJC00118's solution](#)

1028.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LJC00118's solution](#)

1029.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[LJC00118's solution](#)

1030.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[LJC00118's solution](#)

1031.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[LJC00118's solution](#)**1032.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[LJC00118's solution](#)**1033.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[LJC00118's solution](#)**1034.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: math, strings

[LJC00118's solution](#)**1035.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-09 · last AC: 2019-12-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[LJC00118's solution](#)**1036.**

1261E

[Not Same](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-26 · last AC: 2019-11-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[LJC00118's solution](#)**1037.**

1237F

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

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LJC00118's solution](#)**1038.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing

[LJC00118's solution](#)**1039.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2019-09-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[LJC00118's solution](#)**1040.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[LJC00118's solution](#)

1041.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2019-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LJC00118's solution](#)

1042.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2019-07-20 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

1043.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2019-04-03 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[LJC00118's solution](#)

1044.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2019-06-30 · last AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[LJC00118's solution](#)

1045.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-06-15 · GNU C++11 (first AC) · Tags: dp, probabilities

[LJC00118's solution](#)

1046.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

1047.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2019-02-07 · last AC: 2019-02-08 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

1048.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 2600 · first AC: 2019-01-28 · last AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures, probabilities

[LJC00118's solution](#)

1049.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[LJC00118's solution](#)

1050.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-31 · last AC: 2018-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[LJC00118's solution](#)

1051.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2018-12-26 · last AC: 2018-12-26 · GNU C++11 (first AC) · Tags: brute force, data structures

[LJC00118's solution](#)

1052.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, interactive

[LJC00118's solution](#)

1053.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-10-29 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

1054.

1995E1

[Let Me Teach You a Lesson \(Easy Version\)](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dp, matrices, two pointers

[LJC00118's solution](#)

1055.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[LJC00118's solution](#)

1056.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[LJC00118's solution](#)

1057.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs

[LJC00118's solution](#)

1058.

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[LJC00118's solution](#)

1059.

1730E

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

Quality: 767 global accepts · Rating: 2700 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, number theory

[LJC00118's solution](#)

1060.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[LJC00118's solution](#)

1061.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math
[LJC00118's solution](#)

1062.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs
[LJC00118's solution](#)

1063.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: hashing
[LJC00118's solution](#)

1064.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths
[LJC00118's solution](#)

1065.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities
[LJC00118's solution](#)

1066.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[LJC00118's solution](#)

1067.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory
[LJC00118's solution](#)

1068.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive
[LJC00118's solution](#)

1069.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory
[LJC00118's solution](#)

1070.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities
[LJC00118's solution](#)

1071.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: math, matrices

[LJC00118's solution](#)

1072.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[LJC00118's solution](#)

1073.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[LJC00118's solution](#)

1074.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[LJC00118's solution](#)

1075.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: math

[LJC00118's solution](#)

1076.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-09-30 · last AC: 2020-10-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[LJC00118's solution](#)

1077.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[LJC00118's solution](#)

1078.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, geometry, sortings

[LJC00118's solution](#)

1079.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[LJC00118's solution](#)

1080.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[LJC00118's solution](#)

1081.

578E

[Walking!](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[LJC00118's solution](#)

1082.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[LJC00118's solution](#)

1083.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[LJC00118's solution](#)

1084.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[LJC00118's solution](#)

1085.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2700 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LJC00118's solution](#)

1086.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force

[LJC00118's solution](#)

1087.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-06 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graph matchings

[LJC00118's solution](#)

1088.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2019-11-21 · GNU C++11 (first AC) · Tags: data structures, probabilities, trees

[LJC00118's solution](#)

1089.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2019-09-19 · GNU C++11 (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1090.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2019-09-16 · GNU C++11 (first AC) · Tags: 2-sat

[LJC00118's solution](#)

1091.

251D

[Two Sets](#) · [Tutorial](#)

Quality: 584 global accepts · Rating: 2700 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: bitmasks, math

[LJC00118's solution](#)

1092.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[LJC00118's solution](#)

1093.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[LJC00118's solution](#)

1094.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[LJC00118's solution](#)

1095.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2019-07-23 · GNU C++11 (first AC) · Tags: dp, games, matrices

[LJC00118's solution](#)

1096.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-22 · last AC: 2019-06-23 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[LJC00118's solution](#)

1097.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[LJC00118's solution](#)

1098.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2019-05-16 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[LJC00118's solution](#)

1099.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2019-03-13 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

1100.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2019-02-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing

[LJC00118's solution](#)

1101.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2019-02-06 · GNU C++11 (first AC) · Tags: data structures, geometry

[LJC00118's solution](#)

1102.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings

[LJC00118's solution](#)

1103.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2019-01-23 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LJC00118's solution](#)

1104.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[LJC00118's solution](#)

1105.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[LJC00118's solution](#)

1106.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[LJC00118's solution](#)

1107.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[LJC00118's solution](#)

1108.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[LJC00118's solution](#)

1109.

1949K

[Make Triangle](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[LJC00118's solution](#)

1110.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

1111.

277D

[Google Code Jam](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[LJC00118's solution](#)

1112.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[LJC00118's solution](#)

1113.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings, trees
[LJC00118's solution](#)

1114.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[LJC00118's solution](#)

1115.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2022-09-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[LJC00118's solution](#)

1116.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[LJC00118's solution](#)

1117.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths
[LJC00118's solution](#)

1118.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees
[LJC00118's solution](#)

1119.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[LJC00118's solution](#)

1120.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[LJC00118's solution](#)

1121.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation
[LJC00118's solution](#)

1122.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, interactive
[LJC00118's solution](#)

1123.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-06-01 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LJC00118's solution](#)

1124.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math

[LJC00118's solution](#)

1125.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: interactive

[LJC00118's solution](#)

1126.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LJC00118's solution](#)

1127.

1434D

[Roads and Ramen](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[LJC00118's solution](#)

1128.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1129.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees

[LJC00118's solution](#)

1130.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: greedy

[LJC00118's solution](#)

1131.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[LJC00118's solution](#)

1132.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[LJC00118's solution](#)

1133.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[LJC00118's solution](#)

1134.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[LJC00118's solution](#)**1135.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: binary search, dp

[LJC00118's solution](#)**1136.**

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, trees

[LJC00118's solution](#)**1137.**

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LJC00118's solution](#)**1138.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2019-04-20 · GNU C++11 (first AC) · Tags: bitmasks, data structures, fft

[LJC00118's solution](#)**1139.**

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2019-04-11 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)**1140.**

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2019-03-29 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[LJC00118's solution](#)**1141.**

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[LJC00118's solution](#)**1142.**

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2019-01-06 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)**1143.**

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

[LJC00118's solution](#)

1144.

2042E

[Vertex Pairs](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, divide and conquer, greedy, implementation, trees

[LJC00118's solution](#)

1145.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[LJC00118's solution](#)

1146.

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, trees

[LJC00118's solution](#)

1147.

1949E

[Damage per Second](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[LJC00118's solution](#)

1148.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[LJC00118's solution](#)

1149.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[LJC00118's solution](#)

1150.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[LJC00118's solution](#)

1151.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[LJC00118's solution](#)

1152.

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2021-10-13 · C++17 (GCC 7-32) (first AC) · Tags: math

[LJC00118's solution](#)

1153.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory, probabilities

[LJC00118's solution](#)

1154.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2021-06-02 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[LJC00118's solution](#)

1155.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[LJC00118's solution](#)

1156.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[LJC00118's solution](#)

1157.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[LJC00118's solution](#)

1158.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, dsu

[LJC00118's solution](#)

1159.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2020-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

[LJC00118's solution](#)

1160.

1456D

[Cakes for Clones](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-29 · last AC: 2020-11-29 · GNU C++11 (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

1161.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-11-08 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[LJC00118's solution](#)

1162.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[LJC00118's solution](#)

1163.

1078D

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, dp

[LJC00118's solution](#)

1164.

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: dp, trees

[LJC00118's solution](#)

1165.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-14 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[LJC00118's solution](#)

1166.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, trees

[LJC00118's solution](#)

1167.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2020-01-11 · GNU C++11 (first AC) · Tags: binary search, combinatorics, number theory

[LJC00118's solution](#)

1168.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LJC00118's solution](#)

1169.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[LJC00118's solution](#)

1170.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, trees

[LJC00118's solution](#)

1171.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[LJC00118's solution](#)

1172.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2019-09-10 · GNU C++11 (first AC) · Tags: dp, strings

[LJC00118's solution](#)

1173.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2019-09-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs

[LJC00118's solution](#)

1174.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-31 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[LJC00118's solution](#)

1175.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2019-06-25 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp
[LJC00118's solution](#)

1176.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2019-05-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math
[LJC00118's solution](#)

1177.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-03-28 · last AC: 2019-03-28 · GNU C++11 (first AC) · Tags: data structures, trees
[LJC00118's solution](#)

1178.

2025G

[Variable Damage](#) · [Tutorial](#)

Quality: 231 global accepts · Rating: 3000 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows
[LJC00118's solution](#)

1179.

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —
[LJC00118's solution](#)

1180.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[LJC00118's solution](#)

1181.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive
[LJC00118's solution](#)

1182.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[LJC00118's solution](#)

1183.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-09-04 · last AC: 2022-04-09 · GNU C++11 (first AC) · Tags: dp, greedy
[LJC00118's solution](#)

1184.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[LJC00118's solution](#)

1185.

852H

[Bob and stages](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 3000 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry
[LJC00118's solution](#)

1186.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-10-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, interactive

[LJC00118's solution](#)

1187.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-09-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[LJC00118's solution](#)

1188.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[LJC00118's solution](#)

1189.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[LJC00118's solution](#)

1190.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,159 global accepts · Rating: 3000 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[LJC00118's solution](#)

1191.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LJC00118's solution](#)

1192.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[LJC00118's solution](#)

1193.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[LJC00118's solution](#)

1194.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[LJC00118's solution](#)

1195.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2020-11-02 · last AC: 2020-11-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[LJC00118's solution](#)

1196.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

1197.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2020-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths

[LJC00118's solution](#)

1198.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, strings

[LJC00118's solution](#)

1199.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[LJC00118's solution](#)

1200.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[LJC00118's solution](#)

1201.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, trees

[LJC00118's solution](#)

1202.

1236F

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

Quality: 213 global accepts · Rating: 3000 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, probabilities

[LJC00118's solution](#)

1203.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LJC00118's solution](#)

1204.

506E

[Mr. Kitayuta's Gift](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, strings

[LJC00118's solution](#)

1205.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[LJC00118's solution](#)

1206.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[LJC00118's solution](#)

1207.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2020-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, interactive
[LJC00118's solution](#)

1208.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: math, probabilities
[LJC00118's solution](#)

1209.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2019-11-06 · last AC: 2019-11-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar
[LJC00118's solution](#)

1210.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures
[LJC00118's solution](#)

1211.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers
[LJC00118's solution](#)

1212.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, greedy
[LJC00118's solution](#)

1213.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2019-04-12 · last AC: 2019-04-12 · GNU C++11 (first AC) · Tags: data structures
[LJC00118's solution](#)

1214.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[LJC00118's solution](#)

1215.

2089C2

[Key of Like \(Hard Version\)](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 3100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities
[LJC00118's solution](#)

1216.

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
[LJC00118's solution](#)

1217.

1949H

[Division Avoidance](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3100 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[LJC00118's solution](#)

1218.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[LJC00118's solution](#)

1219.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[LJC00118's solution](#)

1220.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LJC00118's solution](#)

1221.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-06-19 · GNU C++11 (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle

[LJC00118's solution](#)

1222.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: dp, fft, math

[LJC00118's solution](#)

1223.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[LJC00118's solution](#)

1224.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, games

[LJC00118's solution](#)

1225.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy

[LJC00118's solution](#)

1226.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2020-11-30 · last AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1227.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft

[LJC00118's solution](#)

1228.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2020-11-04 · last AC: 2020-11-04 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, fft, math

[LJC00118's solution](#)

1229.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2020-11-02 · last AC: 2020-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1230.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[LJC00118's solution](#)

1231.

1425C

[Captain of Knights](#) · [Tutorial](#)

Quality: 55 global accepts · Rating: 3100 · first AC: 2020-09-27 · last AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[LJC00118's solution](#)

1232.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[LJC00118's solution](#)

1233.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: math, number theory

[LJC00118's solution](#)

1234.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[LJC00118's solution](#)

1235.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: fft, math, matrices

[LJC00118's solution](#)

1236.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[LJC00118's solution](#)

1237.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-08-25 · last AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

1238.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, trees

[LJC00118's solution](#)

1239.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[LJC00118's solution](#)

1240.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2020-01-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[LJC00118's solution](#)

1241.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2020-01-08 · GNU C++11 (first AC) · Tags: data structures, math, matrices, probabilities

[LJC00118's solution](#)

1242.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, math

[LJC00118's solution](#)

1243.

1246E

[To Make 1](#) · [Tutorial](#)

Rating: 3100 · first AC: 2019-10-30 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)

1244.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2019-10-22 · GNU C++11 (first AC) · Tags: dp, implementation

[LJC00118's solution](#)

1245.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2019-05-28 · GNU C++11 (first AC) · Tags: dp, math

[LJC00118's solution](#)

1246.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2019-05-23 · last AC: 2019-05-23 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1247.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

1248.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2019-05-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[LJC00118's solution](#)

1249.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1250.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2019-04-22 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[LJC00118's solution](#)

1251.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2019-04-19 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[LJC00118's solution](#)

1252.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2019-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[LJC00118's solution](#)

1253.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2019-04-08 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[LJC00118's solution](#)

1254.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2019-04-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[LJC00118's solution](#)

1255.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[LJC00118's solution](#)

1256.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2018-10-04 · GNU C++11 (first AC) · Tags: data structures, dsu

[LJC00118's solution](#)

1257.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-21 · last AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[LJC00118's solution](#)

1258.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

1259.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices

[LJC00118's solution](#)

1260.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

[LJC00118's solution](#)

1261.

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees

[LJC00118's solution](#)

1262.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1263.

1712F

[Triameter](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3200 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[LJC00118's solution](#)

1264.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[LJC00118's solution](#)

1265.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[LJC00118's solution](#)

1266.

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers

[LJC00118's solution](#)

1267.

993F

[The Moral Dilemma](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3200 · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[LJC00118's solution](#)

1268.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LJC00118's solution](#)

1269.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LJC00118's solution](#)

1270.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-14 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[LJC00118's solution](#)

1271.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[LJC00118's solution](#)

1272.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: fft, math

[LJC00118's solution](#)

1273.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[LJC00118's solution](#)

1274.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[LJC00118's solution](#)

1275.

1045E

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

Quality: 250 global accepts · Rating: 3200 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[LJC00118's solution](#)

1276.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[LJC00118's solution](#)

1277.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[LJC00118's solution](#)

1278.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2020-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[LJC00118's solution](#)

1279.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[LJC00118's solution](#)

1280.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[LJC00118's solution](#)

1281.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: math, number theory

[LJC00118's solution](#)

1282.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees
[LJC00118's solution](#)

1283.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[LJC00118's solution](#)

1284.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-06-30 · last AC: 2020-06-30 · GNU C++11 (first AC) · Tags: math, probabilities
[LJC00118's solution](#)

1285.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive
[LJC00118's solution](#)

1286.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[LJC00118's solution](#)

1287.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2019-12-11 · GNU C++11 (first AC) · Tags: data structures, greedy
[LJC00118's solution](#)

1288.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[LJC00118's solution](#)

1289.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2019-05-30 · last AC: 2019-05-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[LJC00118's solution](#)

1290.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2019-05-21 · GNU C++11 (first AC) · Tags: games, graphs
[LJC00118's solution](#)

1291.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2019-05-04 · GNU C++11 (first AC) · Tags: graph matchings, strings
[LJC00118's solution](#)

1292.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2019-05-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[LJC00118's solution](#)

1293.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[LJC00118's solution](#)

1294.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[LJC00118's solution](#)

1295.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2019-01-28 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LJC00118's solution](#)

1296.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2019-01-01 · GNU C++11 (first AC) · Tags: games

[LJC00118's solution](#)

1297.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2018-12-31 · last AC: 2018-12-31 · Python 3 (first AC) · Tags: interactive, math, number theory

[LJC00118's solution](#)

1298.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2018-12-27 · last AC: 2018-12-27 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1299.

2034H

[Rayan vs. Rayaneh](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3300 · first AC: 2024-11-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[LJC00118's solution](#)

1300.

2035G1

[Go Learn! \(Easy Version\)](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[LJC00118's solution](#)

1301.

1938D

[Bánh Bò](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3300 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[LJC00118's solution](#)

1302.

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

1303.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1304.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[LJC00118's solution](#)

1305.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[LJC00118's solution](#)

1306.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[LJC00118's solution](#)

1307.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[LJC00118's solution](#)

1308.

949F

[Astronomy](#) · [Tutorial](#)

Quality: 63 global accepts · Rating: 3300 · first AC: 2021-12-23 · last AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry, probabilities

[LJC00118's solution](#)

1309.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, sortings, trees

[LJC00118's solution](#)

1310.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[LJC00118's solution](#)

1311.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, probabilities

[LJC00118's solution](#)

1312.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[LJC00118's solution](#)

1313.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[LJC00118's solution](#)

1314.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, sortings

[LJC00118's solution](#)

1315.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LJC00118's solution](#)

1316.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: flows, graph matchings, greedy, implementation

[LJC00118's solution](#)

1317.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1318.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[LJC00118's solution](#)

1319.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1320.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[LJC00118's solution](#)

1321.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1322.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: data structures, geometry, trees

[LJC00118's solution](#)

1323.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1324.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-09-02 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[LJC00118's solution](#)

1325.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: greedy, trees

[LJC00118's solution](#)

1326.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: combinatorics

[LJC00118's solution](#)

1327.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-11 · last AC: 2020-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[LJC00118's solution](#)

1328.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: data structures

[LJC00118's solution](#)

1329.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2019-10-20 · last AC: 2019-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

1330.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2019-12-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1331.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2019-02-27 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[LJC00118's solution](#)

1332.

2002G

[Lattice Optimizing](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3400 · first AC: 2024-08-11 · last AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[LJC00118's solution](#)

1333.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, two pointers

[LJC00118's solution](#)

1334.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1335.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[LJC00118's solution](#)

1336.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-07-01 · last AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

1337.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[LJC00118's solution](#)

1338.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[LJC00118's solution](#)

1339.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[LJC00118's solution](#)

1340.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: fft, math, number theory

[LJC00118's solution](#)

1341.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2021-02-12 · last AC: 2021-03-16 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

1342.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

1343.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: dp

[LJC00118's solution](#)

1344.

741E

[Arpa's abnormal DNA and Mehrdad's deep interest](#) · [Tutorial](#)

Quality: 192 global accepts · Rating: 3400 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[LJC00118's solution](#)

1345.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, math, number theory
[LJC00118's solution](#)

1346.

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, number theory
[LJC00118's solution](#)

1347.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-11-10 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math
[LJC00118's solution](#)

1348.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[LJC00118's solution](#)

1349.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: string suffix structures
[LJC00118's solution](#)

1350.

913H

[Don't Exceed](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: math, probabilities
[LJC00118's solution](#)

1351.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms
[LJC00118's solution](#)

1352.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: dp, implementation
[LJC00118's solution](#)

1353.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[LJC00118's solution](#)

1354.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[LJC00118's solution](#)

1355.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2019-04-06 · last AC: 2019-04-11 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[LJC00118's solution](#)

1356.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2019-03-28 · last AC: 2019-04-07 · GNU C++11 (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

1357.

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

[LJC00118's solution](#)

1358.

2035G2

[Go Learn! \(Hard Version\)](#) · [Tutorial](#)

Quality: 111 global accepts · Rating: 3500 · first AC: 2024-10-27 · last AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[LJC00118's solution](#)

1359.

1779H

[Olympic Team Building](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3500 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, meet-in-the-middle

[LJC00118's solution](#)

1360.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[LJC00118's solution](#)

1361.

1737G

[Ela Takes Dancing Class](#) · [Tutorial](#)

Quality: 150 global accepts · Rating: 3500 · first AC: 2022-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1362.

1098F

[AbÖgVæ7Futöal](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2022-09-27 · last AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures, strings

[LJC00118's solution](#)

1363.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[LJC00118's solution](#)

1364.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-09-20 · C++17 (GCC 9-64) (first AC) · Tags: games

[LJC00118's solution](#)

1365.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2022-07-06 · last AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LJC00118's solution](#)

1366.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2022-03-03 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[LJC00118's solution](#)

1367.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, trees

[LJC00118's solution](#)

1368.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[LJC00118's solution](#)

1369.

1491I

[Ruler Of The Zoo](#) · [Tutorial](#)

Quality: 108 global accepts · Rating: 3500 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[LJC00118's solution](#)

1370.

1083D

[The Fair Nut's getting crazy](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3500 · first AC: 2022-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[LJC00118's solution](#)

1371.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, interactive

[LJC00118's solution](#)

1372.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2022-01-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[LJC00118's solution](#)

1373.

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2022-01-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[LJC00118's solution](#)

1374.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs

[LJC00118's solution](#)

1375.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[LJC00118's solution](#)

1376.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics,

math

[LJC00118's solution](#)

1377.

1110H

[Modest Substrings](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3500 · first AC: 2021-12-16 · last AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[LJC00118's solution](#)

1378.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LJC00118's solution](#)

1379.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[LJC00118's solution](#)

1380.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-06-28 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[LJC00118's solution](#)

1381.

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-05-31 · GNU C++11 (first AC) · Tags: dp, fft, math

[LJC00118's solution](#)

1382.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, sortings

[LJC00118's solution](#)

1383.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[LJC00118's solution](#)

1384.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[LJC00118's solution](#)

1385.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[LJC00118's solution](#)

1386.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2021-01-04 · C++17 (GCC 9-64) (first AC) · Tags: dsu, games

[LJC00118's solution](#)

1387.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LJC00118's solution](#)

1388.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[LJC00118's solution](#)

1389.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[LJC00118's solution](#)

1390.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2020-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[LJC00118's solution](#)

1391.

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, graphs, trees

[LJC00118's solution](#)

1392.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: constructive algorithms, fft, math

[LJC00118's solution](#)

1393.

1053E

[Euler tour](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 3500 · first AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[LJC00118's solution](#)

1394.

105255C

[Three Kinds of Dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1395.

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1396.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1397.

105255F

[Tilting Tiles](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1398.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1399.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1400.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[LJC00118's solution](#)

1401.

1812G

[Colour Vision](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[LJC00118's solution](#)

1402.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, number theory

[LJC00118's solution](#)

1403.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math

[LJC00118's solution](#)

1404.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings

[LJC00118's solution](#)

1405.

1812C

[Digits](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special

[LJC00118's solution](#)

1406.

1812D

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

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math, number theory

[LJC00118's solution](#)

1407.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force, implementation

[LJC00118's solution](#)

1408.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings
[LJC00118's solution](#)

1409.

104053D

[Digits](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1410.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1411.

104053J

[Math Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1412.

104053B

[Ayano and sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1413.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1414.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1415.

104053C

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

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1416.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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1417.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1418.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[LJC00118's solution](#)

1419.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LJC00118's solution](#)

1420.

1662E

[Round Table](#) · [Tutorial](#)

Quality: 179 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[LJC00118's solution](#)

1421.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices

[LJC00118's solution](#)

1422.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[LJC00118's solution](#)

1423.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-19 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)

1424.

1192C

[Cubeword](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: — · first AC: 2019-07-25 · last AC: 2019-08-17 · GNU C++11 (first AC) · Tags: *special, brute force, dp, meet-in-the-middle

[LJC00118's solution](#)

1425.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2019-07-25 · last AC: 2019-08-17 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[LJC00118's solution](#)

1426.

391E1

[Three Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)

1427.

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2018-12-15 · GNU C++11 (first AC) · Tags: —

[LJC00118's solution](#)