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Unique solved — LYY_yyyy

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

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

Filters: none

Count: 633

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,097 global accepts · Rating: 800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[LYY_yyyy's solution](#)

2.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force
[LYY_yyyy's solution](#)

3.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[LYY_yyyy's solution](#)

4.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[LYY_yyyy's solution](#)

5.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[LYY_yyyy's solution](#)

6.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,580 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[LYY_yyyy's solution](#)

7.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[LYY_yyyy's solution](#)

8.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,508 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings
[LYY_yyyy's solution](#)

9.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,840 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings
[LYY_yyyy's solution](#)

10.

2161A

[Round Trip](#) · [Tutorial](#)

Quality: 15,720 global accepts · Rating: 800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, implementation, math

[LYY_yyyy's solution](#)

11.

2125A

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

Quality: 27,986 global accepts · Rating: 800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[LYY_yyyy's solution](#)

12.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[LYY_yyyy's solution](#)

13.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[LYY_yyyy's solution](#)

14.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

15.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,577 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

16.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[LYY_yyyy's solution](#)

17.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math

[LYY_yyyy's solution](#)

18.

2002A

[Distanced Coloring](#) · [Tutorial](#)

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[LYY_yyyy's solution](#)

19.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[LYY_yyyy's solution](#)

20.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,993 global accepts · Rating: 800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LYY_yyyy's solution](#)

21.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[LYY_yyyy's solution](#)

22.

1982A

[Soccer](#) · [Tutorial](#)

Quality: 27,507 global accepts · Rating: 800 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, sortings

[LYY_yyyy's solution](#)

23.

1984A

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

Quality: 22,866 global accepts · Rating: 800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[LYY_yyyy's solution](#)

24.

1975A

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

Quality: 20,715 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[LYY_yyyy's solution](#)

25.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[LYY_yyyy's solution](#)

26.

1969A

[Two Friends](#) · [Tutorial](#)

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

[LYY_yyyy's solution](#)

27.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[LYY_yyyy's solution](#)

28.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

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

[LYY_yyyy's solution](#)

29.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

[LYY_yyyy's solution](#)

30.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[LYY_yyyy's solution](#)

31.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math
[LYY_yyyy's solution](#)

32.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[LYY_yyyy's solution](#)

33.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,163 global accepts · Rating: 800 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[LYY_yyyy's solution](#)

34.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[LYY_yyyy's solution](#)

35.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,358 global accepts · Rating: 800 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[LYY_yyyy's solution](#)

36.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[LYY_yyyy's solution](#)

37.

1870A

[MEXanized Array](#) · [Tutorial](#)

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

38.

1867A

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

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

39.

1861A

[Prime Deletion](#) · [Tutorial](#)

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

40.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[LYY_yyyy's solution](#)

41.

1864A

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

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

[LYY_yyyy's solution](#)

42.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,373 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[LYY_yyyy's solution](#)

43.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,034 global accepts · Rating: 800 · first AC: 2022-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[LYY_yyyy's solution](#)

44.

1747A

[Two Groups](#) · [Tutorial](#)

Quality: 26,486 global accepts · Rating: 800 · first AC: 2022-11-04 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

45.

1754B

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

Quality: 19,713 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LYY_yyyy's solution](#)

46.

1754A

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

Quality: 24,869 global accepts · Rating: 800 · first AC: 2022-10-23 · last AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LYY_yyyy's solution](#)

47.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, sortings

[LYY_yyyy's solution](#)

48.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[LYY_yyyy's solution](#)

49.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2022-09-04 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LYY_yyyy's solution](#)

50.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[LYY_yyyy's solution](#)

51.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,904 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[LYY_yyyy's solution](#)

52.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,369 global accepts · Rating: 900 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[LYY_yyyy's solution](#)

53.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[LYY_yyyy's solution](#)

54.

1954A

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

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[LYY_yyyy's solution](#)

55.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: strings
[LYY_yyyy's solution](#)

56.

1860A

[Not a Substring](#) · [Tutorial](#)

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

57.

1747B

[BAN BAN](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 900 · first AC: 2022-11-04 · last AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[LYY_yyyy's solution](#)

58.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation
[LYY_yyyy's solution](#)

59.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry
[LYY_yyyy's solution](#)

60.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,267 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory
[LYY_yyyy's solution](#)

61.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,286 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LYY_yyyy's solution](#)

62.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[LYY_yyyy's solution](#)

63.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,914 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[LYY_yyyy's solution](#)

64.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[LYY_yyyy's solution](#)

65.

1969B

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

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

[LYY_yyyy's solution](#)

66.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LYY_yyyy's solution](#)

67.

1877B

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

Rating: 1000 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[LYY_yyyy's solution](#)

68.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LYY_yyyy's solution](#)

69.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LYY_yyyy's solution](#)

70.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[LYY_yyyy's solution](#)

71.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,302 global accepts · Rating: 1000 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[LYY_yyyy's solution](#)

72.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[LYY_yyyy's solution](#)

73.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

74.

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,753 global accepts · Rating: 1100 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[LYY_yyyy's solution](#)

75.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[LYY_yyyy's solution](#)

76.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[LYY_yyyy's solution](#)

77.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LYY_yyyy's solution](#)

78.

1991B

[AND Reconstruction](#) · [Tutorial](#)

Quality: 18,905 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[LYY_yyyy's solution](#)

79.

1984B

[Large Addition](#) · [Tutorial](#)

Quality: 20,955 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[LYY_yyyy's solution](#)

80.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,213 global accepts · Rating: 1100 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[LYY_yyyy's solution](#)

81.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, two pointers

[LYY_yyyy's solution](#)

- 82.**
1863B
[Split Sort](#) · [Tutorial](#)
Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[LYY_yyyy's solution](#)
- 83.**
1863C
[MEX Repetition](#) · [Tutorial](#)
Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[LYY_yyyy's solution](#)
- 84.**
1867B
[XOR Palindromes](#) · [Tutorial](#)
Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, strings
[LYY_yyyy's solution](#)
- 85.**
1864B
[Swap and Reverse](#) · [Tutorial](#)
Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[LYY_yyyy's solution](#)
- 86.**
2182C
[Production of Snowmen](#) · [Tutorial](#)
Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp
[LYY_yyyy's solution](#)
- 87.**
2178C
[First or Second](#) · [Tutorial](#)
Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[LYY_yyyy's solution](#)
- 88.**
2174A
[Needle in a Haystack](#) · [Tutorial](#)
Quality: 14,308 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[LYY_yyyy's solution](#)
- 89.**
2161C
[Loyalty](#) · [Tutorial](#)
Quality: 12,562 global accepts · Rating: 1200 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers
[LYY_yyyy's solution](#)
- 90.**
1747C
[Swap Game](#) · [Tutorial](#)
Quality: 23,538 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[LYY_yyyy's solution](#)
- 91.**
2053B
[Outstanding Impressionist](#) · [Tutorial](#)
Quality: 16,981 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[LYY_yyyy's solution](#)

- 92.**
2002C
[Black Circles](#) · [Tutorial](#)
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[LYY_yyyy's solution](#)
- 93.**
1987C
[Basil's Garden](#) · [Tutorial](#)
Quality: 20,769 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[LYY_yyyy's solution](#)
- 94.**
1989B
[Substring and Subsequence](#) · [Tutorial](#)
Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[LYY_yyyy's solution](#)
- 95.**
1982C
[Boring Day](#) · [Tutorial](#)
Quality: 21,903 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[LYY_yyyy's solution](#)
- 96.**
1982B
[Collatz Conjecture](#) · [Tutorial](#)
Quality: 19,758 global accepts · Rating: 1200 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
[LYY_yyyy's solution](#)
- 97.**
1975C
[Chamo and Mocha's Array](#) · [Tutorial](#)
Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
[LYY_yyyy's solution](#)
- 98.**
1954C
[Long Multiplication](#) · [Tutorial](#)
Quality: 22,748 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
[LYY_yyyy's solution](#)
- 99.**
1954B
[Make It Ugly](#) · [Tutorial](#)
Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[LYY_yyyy's solution](#)
- 100.**
1928B
[Equalize](#) · [Tutorial](#)
Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[LYY_yyyy's solution](#)
- 101.**
1822D
[Super-Permutation](#) · [Tutorial](#)
Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[LYY_yyyy's solution](#)
- 102.**
1877C
[Joyboard](#) · [Tutorial](#)

Quality: 12,839 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LYY_yyyy's solution](#)

103.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[LYY_yyyy's solution](#)

104.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[LYY_yyyy's solution](#)

105.

2211C1

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

Quality: 9,124 global accepts · Rating: 1300 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[LYY_yyyy's solution](#)

106.

2187A

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

Quality: 15,875 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[LYY_yyyy's solution](#)

107.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

108.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LYY_yyyy's solution](#)

109.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[LYY_yyyy's solution](#)

110.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,708 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[LYY_yyyy's solution](#)

111.

1984C1

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

Quality: 20,155 global accepts · Rating: 1300 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[LYY_yyyy's solution](#)

112.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[LYY_yyyy's solution](#)

113.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,998 global accepts · Rating: 1300 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[LYY_yyyy's solution](#)

114.

1890C

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Rating: 1300 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, two pointers

[LYY_yyyy's solution](#)

115.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[LYY_yyyy's solution](#)

116.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[LYY_yyyy's solution](#)

117.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[LYY_yyyy's solution](#)

118.

1867C

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

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-09-11 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[LYY_yyyy's solution](#)

119.

1753A1

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

Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LYY_yyyy's solution](#)

120.

1754C1

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

Rating: 1300 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LYY_yyyy's solution](#)

121.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LYY_yyyy's solution](#)

122.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,720 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

data structures, greedy, sortings

[LYY_yyyy's solution](#)

123.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[LYY_yyyy's solution](#)

124.

2066A

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

Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[LYY_yyyy's solution](#)

125.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[LYY_yyyy's solution](#)

126.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[LYY_yyyy's solution](#)

127.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · last AC: 2024-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[LYY_yyyy's solution](#)

128.

1919C

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

Quality: 28,591 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[LYY_yyyy's solution](#)

129.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, implementation, math

[LYY_yyyy's solution](#)

130.

1888D1

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

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[LYY_yyyy's solution](#)

131.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

132.

1863D

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

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

133.

1854A1

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

Quality: 15,891 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[LYY_yyy's solution](#)

134.

1860C

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

Quality: 15,568 global accepts · Rating: 1400 · first AC: 2023-08-17 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, greedy
[LYY_yyy's solution](#)

135.

1740C

[Bricks and Bags](#) · [Tutorial](#)

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

136.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[LYY_yyy's solution](#)

137.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers
[LYY_yyy's solution](#)

138.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[LYY_yyy's solution](#)

139.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[LYY_yyy's solution](#)

140.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy
[LYY_yyy's solution](#)

141.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[LYY_yyy's solution](#)

142.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[LYY_yyyy's solution](#)

143.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 1500 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory, sortings

[LYY_yyyy's solution](#)

144.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[LYY_yyyy's solution](#)

145.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[LYY_yyyy's solution](#)

146.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-09-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LYY_yyyy's solution](#)

147.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[LYY_yyyy's solution](#)

148.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[LYY_yyyy's solution](#)

149.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[LYY_yyyy's solution](#)

150.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,019 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[LYY_yyyy's solution](#)

151.

2125D

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

Quality: 9,276 global accepts · Rating: 1600 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[LYY_yyyy's solution](#)

152.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[LYY_yyyy's solution](#)

153.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,645 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[LYY_yyyy's solution](#)

154.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[LYY_yyyy's solution](#)

155.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,618 global accepts · Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[LYY_yyyy's solution](#)

156.

1928C

[Physical Education Lesson](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[LYY_yyyy's solution](#)

157.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[LYY_yyyy's solution](#)

158.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[LYY_yyyy's solution](#)

159.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[LYY_yyyy's solution](#)

160.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[LYY_yyyy's solution](#)

161.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LYY_yyyy's solution](#)

162.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LYY_yyyy's solution](#)

163.

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,375 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[LYY_yyyy's solution](#)

164.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers
[LYY_yyyy's solution](#)

165.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[LYY_yyyy's solution](#)

166.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[LYY_yyyy's solution](#)

167.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings
[LYY_yyyy's solution](#)

168.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,646 global accepts · Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[LYY_yyyy's solution](#)

169.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
[LYY_yyyy's solution](#)

170.

1984C2

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

Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
[LYY_yyyy's solution](#)

171.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
[LYY_yyyy's solution](#)

172.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy
[LYY_yyyy's solution](#)

173.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[LYY_yyyy's solution](#)

174.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[LYY_yyyy's solution](#)

175.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, shortest paths

[LYY_yyyy's solution](#)

176.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[LYY_yyyy's solution](#)

177.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,467 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[LYY_yyyy's solution](#)

178.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[LYY_yyyy's solution](#)

179.

1890D

[Doremy's Connecting Plan](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, sortings

[LYY_yyyy's solution](#)

180.

1884C

[Medium Design](#) · [Tutorial](#)

Quality: 7,350 global accepts · Rating: 1700 · first AC: 2023-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[LYY_yyyy's solution](#)

181.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[LYY_yyyy's solution](#)

182.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2023-10-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LYY_yyyy's solution](#)

183.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LYY_yyyy's solution](#)

184.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[LYY_yyyy's solution](#)

185.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities

[LYY_yyyy's solution](#)

186.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings

[LYY_yyyy's solution](#)

187.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

188.

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[LYY_yyyy's solution](#)

189.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[LYY_yyyy's solution](#)

190.

2211C2

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

Quality: 3,682 global accepts · Rating: 1800 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[LYY_yyyy's solution](#)

191.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[LYY_yyyy's solution](#)

192.

2187B

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

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[LYY_yyyy's solution](#)

193.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[LYY_yyyy's solution](#)

194.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LYY_yyyy's solution](#)

195.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,313 global accepts · Rating: 1800 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[LYY_yyyy's solution](#)

196.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,701 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[LYY_yyyy's solution](#)

197.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[LYY_yyyy's solution](#)

198.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[LYY_yyyy's solution](#)

199.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[LYY_yyyy's solution](#)

200.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[LYY_yyyy's solution](#)

201.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LYY_yyyy's solution](#)

202.

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[LYY_yyyy's solution](#)

203.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math, two pointers

[LYY_yyyy's solution](#)

204.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[LYY_yyyy's solution](#)

205.

1179B

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

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2024-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LYY_yyyy's solution](#)

206.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

207.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[LYY_yyyy's solution](#)

208.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2024-04-10 · last AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[LYY_yyyy's solution](#)

209.

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2024-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[LYY_yyyy's solution](#)

210.

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[LYY_yyyy's solution](#)

211.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[LYY_yyyy's solution](#)

212.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[LYY_yyyy's solution](#)

213.

1290B

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

Quality: 7,165 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[LYY_yyyy's solution](#)

214.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[LYY_yyyy's solution](#)

215.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[LYY_yyyy's solution](#)

216.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[LYY_yyyy's solution](#)

217.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LYY_yyyy's solution](#)

218.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[LYY_yyyy's solution](#)

219.

1148D

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

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[LYY_yyyy's solution](#)

220.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LYY_yyyy's solution](#)

221.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[LYY_yyyy's solution](#)

222.

1190B

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

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: games

[LYY_yyyy's solution](#)

223.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs,

greedy, two pointers

[LYY_yyyy's solution](#)

224.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,566 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

225.

1446B

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

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[LYY_yyyy's solution](#)

226.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LYY_yyyy's solution](#)

227.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[LYY_yyyy's solution](#)

228.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[LYY_yyyy's solution](#)

229.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[LYY_yyyy's solution](#)

230.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[LYY_yyyy's solution](#)

231.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LYY_yyyy's solution](#)

232.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[LYY_yyyy's solution](#)

233.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[LYY_yyyy's solution](#)

234.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LYY_yyyy's solution](#)

235.

1442A

[Extreme Subtraction · Tutorial](#)

Quality: 9,721 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LYY_yyyy's solution](#)

236.

1394A

[Boboniu Chats with Du · Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[LYY_yyyy's solution](#)

237.

1508B

[Almost Sorted · Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[LYY_yyyy's solution](#)

238.

1500A

[Going Home · Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math

[LYY_yyyy's solution](#)

239.

1491D

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

Quality: 8,287 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[LYY_yyyy's solution](#)

240.

1548B

[Integers Have Friends · Tutorial](#)

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[LYY_yyyy's solution](#)

241.

1630B

[Range and Partition · Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[LYY_yyyy's solution](#)

242.

1396B

[Stoned Game · Tutorial](#)

Quality: 12,944 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[LYY_yyyy's solution](#)

243.

1637D

[Yet Another Minimization Problem · Tutorial](#)

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[LYY_yyyy's solution](#)

244.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[LYY_yyyy's solution](#)

245.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,600 global accepts · Rating: 1800 · first AC: 2024-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LYY_yyyy's solution](#)

246.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[LYY_yyyy's solution](#)

247.

1076D

[Edge Deletion](#) · [Tutorial](#)

Quality: 5,916 global accepts · Rating: 1800 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[LYY_yyyy's solution](#)

248.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,997 global accepts · Rating: 1800 · first AC: 2023-09-08 · last AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[LYY_yyyy's solution](#)

249.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, trees

[LYY_yyyy's solution](#)

250.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,006 global accepts · Rating: 1800 · first AC: 2023-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[LYY_yyyy's solution](#)

251.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2023-10-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LYY_yyyy's solution](#)

252.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2023-08-31 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LYY_yyyy's solution](#)

253.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-11 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[LYY_yyyy's solution](#)

254.

1846F

[Rudolph and Mimic](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive

[LYY_yyyy's solution](#)

255.

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1800 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[LYY_yyyy's solution](#)

256.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LYY_yyyy's solution](#)

257.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[LYY_yyyy's solution](#)

258.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2023-08-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[LYY_yyyy's solution](#)

259.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,902 global accepts · Rating: 1900 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[LYY_yyyy's solution](#)

260.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,467 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[LYY_yyyy's solution](#)

261.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[LYY_yyyy's solution](#)

262.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

263.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[LYY_yyyy's solution](#)

264.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[LYY_yyyy's solution](#)

265.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[LYY_yyyy's solution](#)

266.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[LYY_yyyy's solution](#)

267.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[LYY_yyyy's solution](#)

268.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LYY_yyyy's solution](#)

269.

2002D1

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

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[LYY_yyyy's solution](#)

270.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[LYY_yyyy's solution](#)

271.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[LYY_yyyy's solution](#)

272.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[LYY_yyyy's solution](#)

273.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LYY_yyyy's solution](#)

274.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

275.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, flows, hashing

[LYY_yyyy's solution](#)

276.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

[LYY_yyyy's solution](#)

277.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[LYY_yyyy's solution](#)

278.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[LYY_yyyy's solution](#)

279.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[LYY_yyyy's solution](#)

280.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[LYY_yyyy's solution](#)

281.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

282.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[LYY_yyyy's solution](#)

283.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[LYY_yyyy's solution](#)

284.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[LYY_yyyy's solution](#)

285.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[LYY_yyyy's solution](#)

286.

1361B

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[LYY_yyyy's solution](#)

287.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[LYY_yyyy's solution](#)

288.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2024-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[LYY_yyyy's solution](#)

289.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,453 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[LYY_yyyy's solution](#)

290.

1119E

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

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[LYY_yyyy's solution](#)

291.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[LYY_yyyy's solution](#)

292.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[LYY_yyyy's solution](#)

293.

1428D

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

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2024-04-29 · last AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LYY_yyyy's solution](#)

294.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LYY_yyyy's solution](#)

295.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[LYY_yyyy's solution](#)

296.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[LYY_yyyy's solution](#)

297.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation

[LYY_yyyy's solution](#)

298.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LYY_yyyy's solution](#)

299.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[LYY_yyyy's solution](#)

300.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2024-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LYY_yyyy's solution](#)

301.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[LYY_yyyy's solution](#)

302.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,187 global accepts · Rating: 1900 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[LYY_yyyy's solution](#)

303.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[LYY_yyyy's solution](#)

304.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LYY_yyyy's solution](#)

305.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[LYY_yyyy's solution](#)

306.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[LYY_yyyy's solution](#)

307.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1900 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[LYY_yyyy's solution](#)

308.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[LYY_yyyy's solution](#)

309.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[LYY_yyyy's solution](#)

310.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[LYY_yyyy's solution](#)

311.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LYY_yyyy's solution](#)

312.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data

structures, dp, greedy, implementation

[LYY_yyyy's solution](#)

313.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[LYY_yyyy's solution](#)

314.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[LYY_yyyy's solution](#)

315.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[LYY_yyyy's solution](#)

316.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[LYY_yyyy's solution](#)

317.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[LYY_yyyy's solution](#)

318.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[LYY_yyyy's solution](#)

319.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[LYY_yyyy's solution](#)

320.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2024-04-13 · last AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[LYY_yyyy's solution](#)

321.

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[LYY_yyyy's solution](#)

322.

959D

[Mahmoud and Ehab and another array construction task](#) · [Tutorial](#)

Quality: 3,268 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LYY_yyyy's solution](#)

323.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,166 global accepts · Rating: 1900 · first AC: 2024-02-11 · last AC: 2024-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[LYY_yyyy's solution](#)

324.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[LYY_yyyy's solution](#)

325.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,194 global accepts · Rating: 1900 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[LYY_yyyy's solution](#)

326.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LYY_yyyy's solution](#)

327.

1888D2

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

Rating: 1900 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[LYY_yyyy's solution](#)

328.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[LYY_yyyy's solution](#)

329.

1784B

[Letter Exchange](#) · [Tutorial](#)

Quality: 3,670 global accepts · Rating: 1900 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LYY_yyyy's solution](#)

330.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[LYY_yyyy's solution](#)

331.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[LYY_yyyy's solution](#)

332.

1854A2

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

Quality: 7,866 global accepts · Rating: 1900 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[LYY_yyy's solution](#)

333.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, math
[LYY_yyy's solution](#)

334.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[LYY_yyy's solution](#)

335.

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[LYY_yyy's solution](#)

336.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[LYY_yyy's solution](#)

337.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[LYY_yyy's solution](#)

338.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[LYY_yyy's solution](#)

339.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings
[LYY_yyy's solution](#)

340.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math
[LYY_yyy's solution](#)

341.

2103D

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

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers
[LYY_yyy's solution](#)

342.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[LYY_yyyy's solution](#)

343.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LYY_yyyy's solution](#)

344.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[LYY_yyyy's solution](#)

345.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2024-07-23 · last AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[LYY_yyyy's solution](#)

346.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[LYY_yyyy's solution](#)

347.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[LYY_yyyy's solution](#)

348.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[LYY_yyyy's solution](#)

349.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[LYY_yyyy's solution](#)

350.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[LYY_yyyy's solution](#)

351.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · last AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[LYY_yyyy's solution](#)

352.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[LYY_yyyy's solution](#)

353.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,159 global accepts · Rating: 2000 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[LYY_yyyy's solution](#)

354.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

355.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[LYY_yyyy's solution](#)

356.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[LYY_yyyy's solution](#)

357.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[LYY_yyyy's solution](#)

358.

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[LYY_yyyy's solution](#)

359.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[LYY_yyyy's solution](#)

360.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

361.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LYY_yyyy's solution](#)

362.

1890E1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 2000 · first AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[LYY_yyyy's solution](#)

363.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2023-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[LYY_yyyy's solution](#)

364.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2023-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

365.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[LYY_yyyy's solution](#)

366.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[LYY_yyyy's solution](#)

367.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[LYY_yyyy's solution](#)

368.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[LYY_yyyy's solution](#)

369.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LYY_yyyy's solution](#)

370.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[LYY_yyyy's solution](#)

371.

2183D2

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

Quality: 2,499 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[LYY_yyyy's solution](#)

372.

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[LYY_yyyy's solution](#)

373.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[LYY_yyyy's solution](#)

374.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, math, number theory, trees

[LYY_yyyy's solution](#)

375.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[LYY_yyyy's solution](#)

376.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[LYY_yyyy's solution](#)

377.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[LYY_yyyy's solution](#)

378.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LYY_yyyy's solution](#)

379.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[LYY_yyyy's solution](#)

380.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[LYY_yyyy's solution](#)

381.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, dsu, greedy, sortings, trees

[LYY_yyyy's solution](#)

382.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[LYY_yyyy's solution](#)

383.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[LYY_yyyy's solution](#)

384.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[LYY_yyyy's solution](#)

385.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[LYY_yyyy's solution](#)

386.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[LYY_yyyy's solution](#)

387.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,850 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LYY_yyyy's solution](#)

388.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2100 · first AC: 2023-08-31 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[LYY_yyyy's solution](#)

389.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LYY_yyyy's solution](#)

390.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[LYY_yyyy's solution](#)

391.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu,

graphs, trees

[LYY_yyyy's solution](#)

392.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings

[LYY_yyyy's solution](#)

393.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[LYY_yyyy's solution](#)

394.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[LYY_yyyy's solution](#)

395.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[LYY_yyyy's solution](#)

396.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LYY_yyyy's solution](#)

397.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2200 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

398.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

399.

620D

[Professor GukiZ and Two Arrays](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, two pointers

[LYY_yyyy's solution](#)

400.

1037E

[Trips](#) · [Tutorial](#)

Quality: 3,124 global accepts · Rating: 2200 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[LYY_yyyy's solution](#)

401.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[LYY_yyyy's solution](#)

402.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[LYY_yyyy's solution](#)

403.

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

404.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LYY_yyyy's solution](#)

405.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry

[LYY_yyyy's solution](#)

406.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[LYY_yyyy's solution](#)

407.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[LYY_yyyy's solution](#)

408.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[LYY_yyyy's solution](#)

409.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2200 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[LYY_yyyy's solution](#)

410.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2024-02-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities, trees

[LYY_yyyy's solution](#)

411.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[LYY_yyyy's solution](#)

412.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-01-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs

[LYY_yyyy's solution](#)

413.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[LYY_yyyy's solution](#)

414.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,187 global accepts · Rating: 2200 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[LYY_yyyy's solution](#)

415.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2023-09-17 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, interactive

[LYY_yyyy's solution](#)

416.

958B2

[Maximum Control \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2200 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[LYY_yyyy's solution](#)

417.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[LYY_yyyy's solution](#)

418.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2023-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[LYY_yyyy's solution](#)

419.

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-12 · last AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[LYY_yyyy's solution](#)

420.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

421.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[LYY_yyyy's solution](#)

422.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[LYY_yyyy's solution](#)

423.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[LYY_yyyy's solution](#)

424.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LYY_yyyy's solution](#)

425.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[LYY_yyyy's solution](#)

426.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, hashing, math, number theory

[LYY_yyyy's solution](#)

427.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[LYY_yyyy's solution](#)

428.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[LYY_yyyy's solution](#)

429.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[LYY_yyyy's solution](#)

430.

141E

[Clearing Up](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2300 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs

[LYY_yyyy's solution](#)

431.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[LYY_yyyy's solution](#)

432.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer

[LYY_yyyy's solution](#)

433.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[LYY_yyyy's solution](#)

434.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[LYY_yyyy's solution](#)

435.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[LYY_yyyy's solution](#)

436.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

437.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math

[LYY_yyyy's solution](#)

438.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,718 global accepts · Rating: 2300 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[LYY_yyyy's solution](#)

439.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-05-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[LYY_yyyy's solution](#)

440.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[LYY_yyyy's solution](#)

441.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar,

greedy, trees

[LYY_yyyy's solution](#)

442.

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[LYY_yyyy's solution](#)

443.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · last AC: 2024-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[LYY_yyyy's solution](#)

444.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-16 · last AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LYY_yyyy's solution](#)

445.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-11-15 · last AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[LYY_yyyy's solution](#)

446.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[LYY_yyyy's solution](#)

447.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[LYY_yyyy's solution](#)

448.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,081 global accepts · Rating: 2300 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[LYY_yyyy's solution](#)

449.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[LYY_yyyy's solution](#)

450.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2023-10-30 · last AC: 2023-11-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[LYY_yyyy's solution](#)

451.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LYY_yyyy's solution](#)

452.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[LYY_yyyy's solution](#)

453.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[LYY_yyyy's solution](#)

454.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[LYY_yyyy's solution](#)

455.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[LYY_yyyy's solution](#)

456.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[LYY_yyyy's solution](#)

457.

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[LYY_yyyy's solution](#)

458.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs

[LYY_yyyy's solution](#)

459.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[LYY_yyyy's solution](#)

460.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[LYY_yyyy's solution](#)

461.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[LYY_yyyy's solution](#)

462.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[LYY_yyyy's solution](#)

463.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[LYY_yyyy's solution](#)

464.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[LYY_yyyy's solution](#)

465.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[LYY_yyyy's solution](#)

466.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[LYY_yyyy's solution](#)

467.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2025-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[LYY_yyyy's solution](#)

468.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[LYY_yyyy's solution](#)

469.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[LYY_yyyy's solution](#)

470.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs

and similar, dsu, graphs

[LYY_yyyy's solution](#)

471.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[LYY_yyyy's solution](#)

472.

1526E

[Oolimpy and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[LYY_yyyy's solution](#)

473.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[LYY_yyyy's solution](#)

474.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees

[LYY_yyyy's solution](#)

475.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[LYY_yyyy's solution](#)

476.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[LYY_yyyy's solution](#)

477.

798D

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

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[LYY_yyyy's solution](#)

478.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[LYY_yyyy's solution](#)

479.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[LYY_yyyy's solution](#)

480.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

481.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2400 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[LYY_yyyy's solution](#)

482.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[LYY_yyyy's solution](#)

483.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-07-31 · last AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees

[LYY_yyyy's solution](#)

484.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-07-29 · last AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LYY_yyyy's solution](#)

485.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[LYY_yyyy's solution](#)

486.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[LYY_yyyy's solution](#)

487.

2165D

[Path Split](#) · [Tutorial](#)

Quality: 897 global accepts · Rating: 2500 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[LYY_yyyy's solution](#)

488.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[LYY_yyyy's solution](#)

489.

2133E

[I Yearned For The Mines](#) · [Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[LYY_yyyy's solution](#)

490.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, dsu, math

[LYY_yyyy's solution](#)

491.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[LYY_yyyy's solution](#)

492.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2025-06-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[LYY_yyyy's solution](#)

493.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[LYY_yyyy's solution](#)

494.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[LYY_yyyy's solution](#)

495.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2025-02-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, graphs, trees

[LYY_yyyy's solution](#)

496.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs, greedy

[LYY_yyyy's solution](#)

497.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-03 · last AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

498.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2024-06-08 · last AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[LYY_yyyy's solution](#)

499.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2024-05-31 · last AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[LYY_yyyy's solution](#)

500.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[LYY_yyyy's solution](#)

501.

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[LYY_yyyy's solution](#)

502.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, number theory

[LYY_yyyy's solution](#)

503.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[LYY_yyyy's solution](#)

504.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[LYY_yyyy's solution](#)

505.

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[LYY_yyyy's solution](#)

506.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LYY_yyyy's solution](#)

507.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2024-02-23 · last AC: 2025-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[LYY_yyyy's solution](#)

508.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

509.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[LYY_yyyy's solution](#)

510.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2025-09-23 · last AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[LYY_yyyy's solution](#)

511.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LYY_yyyy's solution](#)

512.

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[LYY_yyyy's solution](#)

513.

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2025-09-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[LYY_yyyy's solution](#)

514.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[LYY_yyyy's solution](#)

515.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LYY_yyyy's solution](#)

516.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[LYY_yyyy's solution](#)

517.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[LYY_yyyy's solution](#)

518.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[LYY_yyyy's solution](#)

519.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[LYY_yyyy's solution](#)

520.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[LYY_yyyy's solution](#)

521.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[LYY_yyyy's solution](#)

522.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[LYY_yyyy's solution](#)

523.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[LYY_yyyy's solution](#)

524.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++14 (GCC 6-32) (first AC) · Tags: dp
[LYY_yyyy's solution](#)

525.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[LYY_yyyy's solution](#)

526.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[LYY_yyyy's solution](#)

527.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[LYY_yyyy's solution](#)

528.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[LYY_yyyy's solution](#)

529.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2023-12-11 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[LYY_yyyy's solution](#)

530.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[LYY_yyyy's solution](#)

531.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[LYY_yyyy's solution](#)

532.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[LYY_yyyy's solution](#)

533.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[LYY_yyyy's solution](#)

534.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[LYY_yyyy's solution](#)

535.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[LYY_yyyy's solution](#)

536.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LYY_yyyy's solution](#)

537.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[LYY_yyyy's solution](#)

538.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[LYY_yyyy's solution](#)

539.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2024-06-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[LYY_yyyy's solution](#)

540.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

541.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[LYY_yyyy's solution](#)

542.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2023-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LYY_yyyy's solution](#)

543.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LYY_yyyy's solution](#)

544.

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[LYY_yyyy's solution](#)

545.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[LYY_yyyy's solution](#)

546.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[LYY_yyyy's solution](#)

547.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

548.

1913F

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

Quality: 544 global accepts · Rating: 2800 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[LYY_yyyy's solution](#)

549.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[LYY_yyyy's solution](#)

550.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[LYY_yyyy's solution](#)

551.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[LYY_yyyy's solution](#)

552.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

553.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[LYY_yyyy's solution](#)

554.

1394D

[Boboni and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees

[LYY_yyyy's solution](#)

555.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[LYY_yyyy's solution](#)

556.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2023-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings

[LYY_yyyy's solution](#)

557.

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LYY_yyyy's solution](#)

558.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-07-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LYY_yyyy's solution](#)

559.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, greedy

[LYY_yyyy's solution](#)

560.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[LYY_yyyy's solution](#)

561.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2024-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[LYY_yyyy's solution](#)

562.

226E

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Quality: 548 global accepts · Rating: 2900 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[LYY_yyyy's solution](#)

563.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[LYY_yyyy's solution](#)

564.

1198F

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Quality: 1,076 global accepts · Rating: 2900 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities

[LYY_yyyy's solution](#)

565.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2023-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[LYY_yyyy's solution](#)

566.

1909G

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Quality: 652 global accepts · Rating: 3000 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: hashing, strings

[LYY_yyyy's solution](#)

567.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, trees

[LYY_yyyy's solution](#)

568.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[LYY_yyyy's solution](#)

569.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers

[LYY_yyyy's solution](#)

570.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2025-09-02 · last AC: 2025-09-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[LYY_yyyy's solution](#)

571.

2075F

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

Quality: 521 global accepts · Rating: 3000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[LYY_yyyy's solution](#)

572.

2043G

[Problem with Queries](#) · [Tutorial](#)

Quality: 326 global accepts · Rating: 3000 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[LYY_yyyy's solution](#)

573.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, trees

[LYY_yyyy's solution](#)

574.

1988F

[Heartbeat](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3000 · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[LYY_yyyy's solution](#)

575.

914F

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Quality: 2,142 global accepts · Rating: 3000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[LYY_yyyy's solution](#)

576.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[LYY_yyyy's solution](#)

577.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[LYY_yyyy's solution](#)

578.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[LYY_yyyy's solution](#)

579.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[LYY_yyyy's solution](#)

580.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2023-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LYY_yyyy's solution](#)

581.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2023-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp
[LYY_yyyy's solution](#)

582.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[LYY_yyyy's solution](#)

583.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2023-08-26 · last AC: 2023-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[LYY_yyyy's solution](#)

584.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2026-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[LYY_yyyy's solution](#)

585.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy
[LYY_yyyy's solution](#)

586.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft
[LYY_yyyy's solution](#)

587.

164D

[Minimum Diameter](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3100 · first AC: 2025-09-03 · last AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force
[LYY_yyyy's solution](#)

588.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2025-08-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[LYY_yyyy's solution](#)

589.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[LYY_yyyy's solution](#)

590.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[LYY_yyyy's solution](#)

591.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[LYY_yyyy's solution](#)

592.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-11-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[LYY_yyyy's solution](#)

593.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[LYY_yyyy's solution](#)

594.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[LYY_yyyy's solution](#)

595.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2025-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[LYY_yyyy's solution](#)

596.

2124G

[Maximise Sum](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3200 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LYY_yyyy's solution](#)

597.

2096G

[Wonderful Guessing Game](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3200 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[LYY_yyyy's solution](#)

598.

772E

[Verifying Kingdom](#) · [Tutorial](#)

Quality: 220 global accepts · Rating: 3200 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, trees

[LYY_yyyy's solution](#)

599.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 3200 · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation

[LYY_yyyy's solution](#)

600.

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

601.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math

[LYY_yyyy's solution](#)

602.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[LYY_yyyy's solution](#)

603.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees

[LYY_yyyy's solution](#)

604.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[LYY_yyyy's solution](#)

605.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[LYY_yyyy's solution](#)

606.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[LYY_yyyy's solution](#)

607.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LYY_yyyy's solution](#)

608.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-01-16 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[LYY_yyyy's solution](#)

609.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[LYY_yyyy's solution](#)

610.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-07-10 · last AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[LYY_yyyy's solution](#)

611.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2024-09-29 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths

[LYY_yyyy's solution](#)

612.

2157I

[Hyper Smawk Bros](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[LYY_yyyy's solution](#)

613.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs

[LYY_yyyy's solution](#)

614.

1975H

[378QAQ and Core](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3500 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[LYY_yyyy's solution](#)

615.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees

[LYY_yyyy's solution](#)

616.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, math, sortings, two pointers

[LYY_yyyy's solution](#)

617.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: — · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[LYY_yyyy's solution](#)

618.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[LYY_yyyy's solution](#)

619.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LYY_yyyy's solution](#)

620.

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[LYY_yyyy's solution](#)

621.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[LYY_yyyy's solution](#)

622.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[LYY_yyyy's solution](#)

623.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,013 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math
[LYY_yyyy's solution](#)

624.

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

625.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

626.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

627.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

628.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

629.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

630.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

631.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

632.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
[LYY_yyyy's solution](#)

633.

1145D

[Pigeon d'Or](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: — · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[LYY_yyy's solution](#)