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# Unique solved — LinRui

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

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Filters: none

Count: 632

- 1.**

1807B

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Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LinRui's solution](#)
- 2.**

1807C

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Quality: 34,335 global accepts · Rating: 800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

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- 3.**

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,740 global accepts · Rating: 800 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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- 4.**

1806A

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Quality: 43,484 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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- 5.**

1804A

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- 6.**

1796A

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Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

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- 7.**

1799A

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- 8.**

1789B

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- 9.**

1789A

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Quality: 33,011 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

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**10.**

1795A

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Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings  
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**11.**

1793A

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Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
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**12.**

1788A

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Quality: 53,037 global accepts · Rating: 800 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
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**13.**

1778A

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Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**14.**

1787A

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**15.**

1780A

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**16.**

1792A

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**17.**

1777A

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**18.**

1782A

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**19.**

1775A1

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

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation  
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**20.**

1783A

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**21.**

1768A

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**22.**

1779A

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**23.**

1731A

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**24.**

1763A

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**25.**

1774A

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**26.**

1767B

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**27.**

1767A

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**28.**

1762A

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**29.**

181A

[Series of Crimes](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 800 · first AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation

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**30.**

302A

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Quality: 9,761 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation

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**31.**

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: \*special, implementation, sortings

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**32.**

686A

[Free Ice Cream](#) · [Tutorial](#)

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**33.**

735A

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**34.**

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**35.**

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

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**36.**

818A

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Quality: 7,788 global accepts · Rating: 800 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**37.**

1539B

[Love Song](#) · [Tutorial](#)

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**38.**

1493A

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**39.**

1807D

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**40.**

1806B

[Mex Master](#) · [Tutorial](#)

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**41.**

1795B

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**42.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

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**43.**

1775A2

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

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**44.**

1768B

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**45.**

1779B

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**46.**

424A

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Quality: 9,188 global accepts · Rating: 900 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**47.**

991B

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**48.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**49.**

1089L

[Lazyland](#) · [Tutorial](#)

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**50.**

1132B

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**51.**

1106C

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

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**52.**

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

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**53.**

1201A

[Important Exam](#) · [Tutorial](#)

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strings

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**54.**

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,851 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

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**55.**

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**56.**

1166A

[Silent Classroom](#) · [Tutorial](#)

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**57.**

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**58.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 900 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**59.**

1183B

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**60.**

1197A

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**61.**

1204B

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**62.**

1206B

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**63.**

1208A

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**64.**

1213A

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**65.**

1216B

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1225A

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**67.**

1238A

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**68.**

1248B

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**69.**

1267B

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**70.**

1272A

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**71.**

1279A

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Quality: 17,814 global accepts · Rating: 900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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**72.**

1282A

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Quality: 15,502 global accepts · Rating: 900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**73.**

1283B

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Quality: 23,085 global accepts · Rating: 900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: math

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**74.**

1291A

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Quality: 20,685 global accepts · Rating: 900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

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**75.**

1295A

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Quality: 24,148 global accepts · Rating: 900 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**76.**

1296B

[Food Buying](#) · [Tutorial](#)

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**77.**

1330A

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**78.**

1419A

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**79.**

1420A

[Cubes Sorting](#) · [Tutorial](#)

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**80.**

1426B

[Symmetric Matrix](#) · [Tutorial](#)

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**81.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**82.**

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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**83.**

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

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**84.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-02 · last AC: 2021-03-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

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**85.**

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

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**86.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation  
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**87.**

1796B

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Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**88.**

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
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**89.**

1782B

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

Rating: 1000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings  
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**90.**

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[LinRui's solution](#)

**91.**

1770A

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

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy  
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**92.**

1562B

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

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2022-08-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
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**93.**

1567B

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**94.**

1520C

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Quality: 34,544 global accepts · Rating: 1000 · first AC: 2022-08-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
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**95.**

499B

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Quality: 44,838 global accepts · Rating: 1000 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
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**96.**

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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**97.**

1807G1

[Subsequence Addition \(Easy Version\) · Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

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**98.**

1793B

[Fedya and Array · Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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**99.**

1788B

[Sum of Two Numbers · Tutorial](#)

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[LinRui's solution](#)

**100.**

1787B

[Number Factorization · Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[LinRui's solution](#)

**101.**

1780B

[GCD Partition · Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[LinRui's solution](#)

**102.**

1783B

[Matrix of Differences · Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LinRui's solution](#)

**103.**

1731B

[Kill Demodogs · Tutorial](#)

Quality: 26,804 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LinRui's solution](#)

**104.**

1762B

[Make Array Good · Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[LinRui's solution](#)

**105.**

1496B

[Max and Mex · Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math

[LinRui's solution](#)

**106.**

1799B

[Equalize by Divide · Tutorial](#)

Quality: 12,742 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LinRui's solution](#)

**107.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, two pointers

[LinRui's solution](#)

**108.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LinRui's solution](#)

**109.**

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,487 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory

[LinRui's solution](#)

**110.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LinRui's solution](#)

**111.**

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[LinRui's solution](#)

**112.**

892B

[Wrath](#) · [Tutorial](#)

Quality: 9,989 global accepts · Rating: 1200 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, two pointers

[LinRui's solution](#)

**113.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[LinRui's solution](#)

**114.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,549 global accepts · Rating: 1200 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[LinRui's solution](#)

**115.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[LinRui's solution](#)

**116.**

708A

[Letters Cyclic Shift](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1200 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[LinRui's solution](#)

**117.**

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[LinRui's solution](#)

**118.**

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LinRui's solution](#)

**119.**

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LinRui's solution](#)

**120.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[LinRui's solution](#)

**121.**

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[LinRui's solution](#)

**122.**

1788C

[Matching Numbers](#) · [Tutorial](#)

Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LinRui's solution](#)

**123.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[LinRui's solution](#)

**124.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,740 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[LinRui's solution](#)

**125.**

1768C

[Elemental Decompress](#) · [Tutorial](#)

Quality: 15,715 global accepts · Rating: 1300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[LinRui's solution](#)

**126.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LinRui's solution](#)

**127.**

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: brute force, implementation

[LinRui's solution](#)

**128.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1400 · first AC: 2022-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LinRui's solution](#)

**129.**

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2021-08-27 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[LinRui's solution](#)

**130.**

1494B

[Berland Crossword](#) · [Tutorial](#)

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[LinRui's solution](#)

**131.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[LinRui's solution](#)

**132.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[LinRui's solution](#)

**133.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 1500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LinRui's solution](#)

**134.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[LinRui's solution](#)

**135.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,992 global accepts · Rating: 1500 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LinRui's solution](#)

**136.**

1767D

[Playoff](#) · [Tutorial](#)

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

[LinRui's solution](#)

**137.**

278B

[New Problem](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[LinRui's solution](#)

**138.**

276C

[Little Girl and Maximum Sum](#) · [Tutorial](#)

Quality: 39,559 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[LinRui's solution](#)

**139.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[LinRui's solution](#)

**140.**

272C

[Dima and Staircase](#) · [Tutorial](#)

Quality: 7,201 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[LinRui's solution](#)

**141.**

271C

[Secret](#) · [Tutorial](#)

Quality: 3,136 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[LinRui's solution](#)

**142.**

268C

[Beautiful Sets of Points](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[LinRui's solution](#)

**143.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[LinRui's solution](#)

**144.**

329B

[Biridian Forest](#) · [Tutorial](#)

Quality: 7,497 global accepts · Rating: 1500 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[LinRui's solution](#)

**145.**

574B

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

Quality: 8,328 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[LinRui's solution](#)

**146.**

599B

[Spongebob and Joke](#) · [Tutorial](#)

Quality: 4,578 global accepts · Rating: 1500 · first AC: 2022-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LinRui's solution](#)

**147.**

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LinRui's solution](#)

**148.**

643A

[Bear and Colors](#) · [Tutorial](#)

Quality: 4,818 global accepts · Rating: 1500 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LinRui's solution](#)

**149.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,485 global accepts · Rating: 1500 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[LinRui's solution](#)

**150.**

742B

[Arpa's obvious problem and Mehrdad's terrible solution](#) · [Tutorial](#)

Quality: 10,061 global accepts · Rating: 1500 · first AC: 2022-06-10 · last AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[LinRui's solution](#)

**151.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[LinRui's solution](#)

**152.**

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,936 global accepts · Rating: 1500 · first AC: 2022-06-10 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, graphs, implementation

[LinRui's solution](#)

**153.**

821C

[Okabe and Boxes](#) · [Tutorial](#)

Quality: 7,916 global accepts · Rating: 1500 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, trees

[LinRui's solution](#)

**154.**

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2022-06-07 · last AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[LinRui's solution](#)

**155.**

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings

[LinRui's solution](#)

**156.**

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[LinRui's solution](#)

**157.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2022-06-05 · last AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[LinRui's solution](#)

**158.**

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[LinRui's solution](#)

**159.**

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[LinRui's solution](#)

**160.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2022-06-05 · last AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[LinRui's solution](#)

**161.**

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[LinRui's solution](#)

**162.**

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[LinRui's solution](#)

**163.**

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[LinRui's solution](#)

**164.**

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2022-06-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[LinRui's solution](#)

**165.**

990C

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

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LinRui's solution](#)

**166.**

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LinRui's solution](#)

**167.**

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,862 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[LinRui's solution](#)

**168.**

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LinRui's solution](#)

**169.**

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[LinRui's solution](#)

**170.**

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[LinRui's solution](#)

**171.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1500 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[LinRui's solution](#)

**172.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[LinRui's solution](#)

**173.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,749 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[LinRui's solution](#)

**174.**

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[LinRui's solution](#)

**175.**

1795D

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

Quality: 13,078 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[LinRui's solution](#)

**176.**

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, strings

[LinRui's solution](#)

**177.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[LinRui's solution](#)

**178.**

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[LinRui's solution](#)

**179.**

1775C

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

Quality: 14,213 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[LinRui's solution](#)

**180.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LinRui's solution](#)

**181.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[LinRui's solution](#)

**182.**

774K

[Stepan and Vowels](#) · [Tutorial](#)

Quality: 1,397 global accepts · Rating: 1600 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation, strings

[LinRui's solution](#)

**183.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[LinRui's solution](#)

**184.**

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[LinRui's solution](#)

**185.**

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[LinRui's solution](#)

**186.**

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[LinRui's solution](#)

**187.**

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[LinRui's solution](#)

**188.**

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[LinRui's solution](#)

**189.**

1770C

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

Quality: 9,667 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[LinRui's solution](#)

**190.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,504 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LinRui's solution](#)

**191.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,136 global accepts · Rating: 1700 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[LinRui's solution](#)

**192.**

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,748 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[LinRui's solution](#)

**193.**

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[LinRui's solution](#)

**194.**

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[LinRui's solution](#)

**195.**

1129A1

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

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[LinRui's solution](#)

**196.**

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[LinRui's solution](#)

**197.**

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LinRui's solution](#)

**198.**

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[LinRui's solution](#)

**199.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[LinRui's solution](#)

**200.**

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy

[LinRui's solution](#)

**201.**

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[LinRui's solution](#)

**202.**

1660F1

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

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, strings

[LinRui's solution](#)

**203.**

1611E1

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

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[LinRui's solution](#)

**204.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LinRui's solution](#)

**205.**

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,393 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[LinRui's solution](#)

**206.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[LinRui's solution](#)

**207.**

1132C

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

Quality: 5,706 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[LinRui's solution](#)

**208.**

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[LinRui's solution](#)

**209.**

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LinRui's solution](#)

**210.**

1562D1

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

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[LinRui's solution](#)

**211.**

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[LinRui's solution](#)

**212.**

202B

[Brand New Easy Problem](#) · [Tutorial](#)

Quality: 857 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[LinRui's solution](#)

**213.**

201A

[Clear Symmetry](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 1700 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[LinRui's solution](#)

**214.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[LinRui's solution](#)

**215.**

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,135 global accepts · Rating: 1800 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[LinRui's solution](#)

**216.**

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 1800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[LinRui's solution](#)

**217.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[LinRui's solution](#)

**218.**

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[LinRui's solution](#)

## 219.

1768D

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

Quality: 9,007 global accepts · Rating: 1800 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LinRui's solution](#)

## 220.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LinRui's solution](#)

## 221.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[LinRui's solution](#)

## 222.

1799D1

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

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LinRui's solution](#)

## 223.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LinRui's solution](#)

## 224.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[LinRui's solution](#)

## 225.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[LinRui's solution](#)

## 226.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LinRui's solution](#)

## 227.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,249 global accepts · Rating: 1900 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[LinRui's solution](#)

## 228.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: games, greedy

[LinRui's solution](#)

**229.**

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: games

[LinRui's solution](#)

**230.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[LinRui's solution](#)

**231.**

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[LinRui's solution](#)

**232.**

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[LinRui's solution](#)

**233.**

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[LinRui's solution](#)

**234.**

1359E

[Modular Stability](#) · [Tutorial](#)

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[LinRui's solution](#)

**235.**

501D

[Misha and Permutations Summation](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**236.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LinRui's solution](#)

**237.**

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: math

[LinRui's solution](#)

**238.**

386C

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

Quality: 951 global accepts · Rating: 2000 · first AC: 2023-01-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, two pointers

[LinRui's solution](#)

**239.**

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[LinRui's solution](#)

**240.**

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[LinRui's solution](#)

**241.**

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,364 global accepts · Rating: 2000 · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[LinRui's solution](#)

**242.**

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[LinRui's solution](#)

**243.**

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation

[LinRui's solution](#)

**244.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[LinRui's solution](#)

**245.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[LinRui's solution](#)

**246.**

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[LinRui's solution](#)

**247.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2022-12-09 · last AC: 2022-12-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[LinRui's solution](#)

**248.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[LinRui's solution](#)

**249.**

926F

[Mobile Communications](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2000 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[LinRui's solution](#)

**250.**

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2022-05-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[LinRui's solution](#)

**251.**

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[LinRui's solution](#)

**252.**

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**253.**

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[LinRui's solution](#)

**254.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[LinRui's solution](#)

**255.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[LinRui's solution](#)

**256.**

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,864 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LinRui's solution](#)

**257.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[LinRui's solution](#)

**258.**

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2021-08-28 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[LinRui's solution](#)

**259.**

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[LinRui's solution](#)

**260.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[LinRui's solution](#)

**261.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,865 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[LinRui's solution](#)

**262.**

1799D2

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

Quality: 3,063 global accepts · Rating: 2100 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LinRui's solution](#)

**263.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[LinRui's solution](#)

**264.**

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[LinRui's solution](#)

**265.**

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[LinRui's solution](#)

**266.**

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LinRui's solution](#)

**267.**

132D

[Constants in the language of Shakespeare](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2100 · first AC: 2023-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[LinRui's solution](#)

**268.**

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[LinRui's solution](#)

**269.**

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[LinRui's solution](#)

**270.**

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2023-01-03 · last AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: geometry, ternary search

[LinRui's solution](#)

**271.**

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, dsu

[LinRui's solution](#)

**272.**

103D

[Time to Raid Cowavans](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[LinRui's solution](#)

**273.**

81D

[Polycarp's Picture Gallery](#) · [Tutorial](#)

Quality: 805 global accepts · Rating: 2100 · first AC: 2023-01-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LinRui's solution](#)

**274.**

77C

[Beavermuncher-0xFF](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2100 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, greedy, trees

[LinRui's solution](#)

**275.**

76B

[Mice](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2100 · first AC: 2023-01-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[LinRui's solution](#)

**276.**

74C

[Chessboard Billiard](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, number theory

[LinRui's solution](#)

**277.**

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry

[LinRui's solution](#)

**278.**

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar

[LinRui's solution](#)

**279.**

56D

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

Quality: 2,095 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LinRui's solution](#)

**280.**

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[LinRui's solution](#)

**281.**

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[LinRui's solution](#)

**282.**

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, graphs

[LinRui's solution](#)

**283.**

45H

[Road Problem](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 2100 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[LinRui's solution](#)

**284.**

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[LinRui's solution](#)

**285.**

38F

[Smart Boy](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2100 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, strings

[LinRui's solution](#)

**286.**

35E

[Parade](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[LinRui's solution](#)

**287.**

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LinRui's solution](#)

**288.**

5D

[Follow Traffic Rules](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LinRui's solution](#)

**289.**

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,482 global accepts · Rating: 2100 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[LinRui's solution](#)

**290.**

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[LinRui's solution](#)

**291.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LinRui's solution](#)

**292.**

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,102 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[LinRui's solution](#)

**293.**

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[LinRui's solution](#)

**294.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2022-12-22 · last AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[LinRui's solution](#)

**295.**

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math

[LinRui's solution](#)

**296.**

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2022-12-21 · last AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[LinRui's solution](#)

**297.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2022-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[LinRui's solution](#)

**298.**

1767C

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

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LinRui's solution](#)

**299.**

1204D2

[Kirk and a Binary String \(hard version\)](#) · [Tutorial](#)

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2021-11-14 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, strings

[LinRui's solution](#)

**300.**

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[LinRui's solution](#)

**301.**

650C

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

Quality: 2,180 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[LinRui's solution](#)

**302.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[LinRui's solution](#)

**303.**

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[LinRui's solution](#)

**304.**

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-09-23 · last AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[LinRui's solution](#)

**305.**

1575H

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

Quality: 769 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[LinRui's solution](#)

**306.**

1575K

[Knitting Batik](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[LinRui's solution](#)

**307.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[LinRui's solution](#)

**308.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[LinRui's solution](#)

**309.**

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2023-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[LinRui's solution](#)

**310.**

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[LinRui's solution](#)

**311.**

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[LinRui's solution](#)

**312.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings

[LinRui's solution](#)

**313.**

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[LinRui's solution](#)

**314.**

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[LinRui's solution](#)

**315.**

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[LinRui's solution](#)

**316.**

1641C

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

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LinRui's solution](#)

**317.**

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[LinRui's solution](#)

**318.**

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2023-05-22 · last AC: 2023-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[LinRui's solution](#)

**319.**

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[LinRui's solution](#)

**320.**

1695D1

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

Quality: 2,457 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[LinRui's solution](#)

**321.**

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[LinRui's solution](#)

**322.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[LinRui's solution](#)

**323.**

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[LinRui's solution](#)

**324.**

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2023-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[LinRui's solution](#)

**325.**

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[LinRui's solution](#)

**326.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[LinRui's solution](#)

**327.**

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry, probabilities

[LinRui's solution](#)

**328.**

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2023-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, greedy, implementation

[LinRui's solution](#)

**329.**

1772G

[Gaining Rating](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings, two pointers

[LinRui's solution](#)

**330.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[LinRui's solution](#)

**331.**

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[LinRui's solution](#)

**332.**

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[LinRui's solution](#)

**333.**

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-05-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[LinRui's solution](#)

**334.**

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[LinRui's solution](#)

**335.**

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LinRui's solution](#)

**336.**

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[LinRui's solution](#)

**337.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[LinRui's solution](#)

**338.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[LinRui's solution](#)

**339.**

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[LinRui's solution](#)

**340.**

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp

[LinRui's solution](#)

**341.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[LinRui's solution](#)

**342.**

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[LinRui's solution](#)

**343.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, number theory

[LinRui's solution](#)

**344.**

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[LinRui's solution](#)

**345.**

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,251 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**346.**

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[LinRui's solution](#)

**347.**

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[LinRui's solution](#)

**348.**

182A

[Battlefield](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2200 · first AC: 2022-12-01 · last AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, implementation, shortest paths

[LinRui's solution](#)

**349.**

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[LinRui's solution](#)

**350.**

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2022-11-30 · last AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[LinRui's solution](#)

**351.**

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[LinRui's solution](#)

**352.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[LinRui's solution](#)

**353.**

1782E

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

Rating: 2300 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[LinRui's solution](#)

**354.**

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[LinRui's solution](#)

**355.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[LinRui's solution](#)

**356.**

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[LinRui's solution](#)

**357.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2023-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[LinRui's solution](#)

**358.**

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[LinRui's solution](#)

**359.**

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[LinRui's solution](#)

**360.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[LinRui's solution](#)

**361.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[LinRui's solution](#)

**362.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[LinRui's solution](#)

**363.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-24 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[LinRui's solution](#)

**364.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[LinRui's solution](#)

**365.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[LinRui's solution](#)

**366.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[LinRui's solution](#)

**367.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[LinRui's solution](#)

**368.**

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[LinRui's solution](#)

**369.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[LinRui's solution](#)

**370.**

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[LinRui's solution](#)

**371.**

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[LinRui's solution](#)

**372.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[LinRui's solution](#)

**373.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[LinRui's solution](#)

**374.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[LinRui's solution](#)

**375.**

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2022-02-08 · last AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[LinRui's solution](#)

**376.**

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2022-02-07 · last AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[LinRui's solution](#)

**377.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2022-02-04 · last AC: 2022-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[LinRui's solution](#)

**378.**

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[LinRui's solution](#)

**379.**

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: strings

[LinRui's solution](#)

**380.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[LinRui's solution](#)

**381.**

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, trees

[LinRui's solution](#)

**382.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[LinRui's solution](#)

**383.**

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**384.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[LinRui's solution](#)

**385.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-08-28 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities

[LinRui's solution](#)

**386.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[LinRui's solution](#)

**387.**

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[LinRui's solution](#)

**388.**

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, interactive, sortings

[LinRui's solution](#)

**389.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[LinRui's solution](#)

**390.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[LinRui's solution](#)

**391.**

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, trees

[LinRui's solution](#)

**392.**

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[LinRui's solution](#)

**393.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-01-12 · last AC: 2024-04-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[LinRui's solution](#)

**394.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LinRui's solution](#)

**395.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[LinRui's solution](#)

**396.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[LinRui's solution](#)

**397.**

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LinRui's solution](#)

**398.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,068 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[LinRui's solution](#)

**399.**

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[LinRui's solution](#)

**400.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-04-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LinRui's solution](#)

**401.**

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees

[LinRui's solution](#)

**402.**

1623E

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

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-02-25 · last AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[LinRui's solution](#)

**403.**

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[LinRui's solution](#)

**404.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LinRui's solution](#)

**405.**

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation

[LinRui's solution](#)

**406.**

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2024-04-01 · last AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft

[LinRui's solution](#)

**407.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[LinRui's solution](#)

**408.**

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[LinRui's solution](#)

**409.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LinRui's solution](#)

**410.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[LinRui's solution](#)

**411.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[LinRui's solution](#)

**412.**

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2024-03-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[LinRui's solution](#)

**413.**

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-03-02 · last AC: 2024-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy

[LinRui's solution](#)

**414.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[LinRui's solution](#)

**415.**

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[LinRui's solution](#)

**416.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[LinRui's solution](#)

**417.**

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,121 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[LinRui's solution](#)

**418.**

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[LinRui's solution](#)

**419.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[LinRui's solution](#)

**420.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[LinRui's solution](#)

**421.**

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp,

greedy, two pointers

[LinRui's solution](#)

**422.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LinRui's solution](#)

**423.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees

[LinRui's solution](#)

**424.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2024-03-17 · last AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: games, two pointers

[LinRui's solution](#)

**425.**

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[LinRui's solution](#)

**426.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2022-02-11 · last AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[LinRui's solution](#)

**427.**

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[LinRui's solution](#)

**428.**

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[LinRui's solution](#)

**429.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[LinRui's solution](#)

**430.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[LinRui's solution](#)

**431.**

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[LinRui's solution](#)

**432.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[LinRui's solution](#)

**433.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[LinRui's solution](#)

**434.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[LinRui's solution](#)

**435.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[LinRui's solution](#)

**436.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[LinRui's solution](#)

**437.**

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LinRui's solution](#)

**438.**

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-02-07 · last AC: 2024-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**439.**

1037F

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

Quality: 1,273 global accepts · Rating: 2500 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math

[LinRui's solution](#)

**440.**

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[LinRui's solution](#)

**441.**

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[LinRui's solution](#)

**442.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[LinRui's solution](#)

**443.**

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[LinRui's solution](#)

**444.**

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[LinRui's solution](#)

**445.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,778 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[LinRui's solution](#)

**446.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[LinRui's solution](#)

**447.**

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**448.**

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graph matchings, graphs, trees

[LinRui's solution](#)

**449.**

1906K

[Deck-Building Game](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math

[LinRui's solution](#)

**450.**

1866K

[Keen Tree Calculation](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, geometry, graphs, implementation, trees

[LinRui's solution](#)

**451.**

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[LinRui's solution](#)

**452.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[LinRui's solution](#)

**453.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[LinRui's solution](#)

**454.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[LinRui's solution](#)

**455.**

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2500 · first AC: 2024-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[LinRui's solution](#)

**456.**

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[LinRui's solution](#)

**457.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu

[LinRui's solution](#)

**458.**

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, greedy, interactive

[LinRui's solution](#)

**459.**

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, implementation, interactive

[LinRui's solution](#)

**460.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[LinRui's solution](#)

**461.**

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[LinRui's solution](#)

**462.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[LinRui's solution](#)

**463.**

1906L

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

Quality: 763 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[LinRui's solution](#)

**464.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[LinRui's solution](#)

**465.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[LinRui's solution](#)

**466.**

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[LinRui's solution](#)

**467.**

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[LinRui's solution](#)

**468.**

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[LinRui's solution](#)

**469.**

660F

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

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[LinRui's solution](#)

**470.**

835F

[Roads in the Kingdom](#) · [Tutorial](#)

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LinRui's solution](#)

**471.**

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[LinRui's solution](#)

**472.**

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[LinRui's solution](#)

**473.**

1572B

[Xor of 3 · Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[LinRui's solution](#)

**474.**

1658E

[Gojou and Matrix Game · Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[LinRui's solution](#)

**475.**

1824C

[LuoTianyi and XOR-Tree · Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[LinRui's solution](#)

**476.**

101E

[Candies and Stones · Tutorial](#)

Quality: 604 global accepts · Rating: 2500 · first AC: 2023-04-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[LinRui's solution](#)

**477.**

1796E

[Colored Subgraphs · Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[LinRui's solution](#)

**478.**

1789E

[Serval and Music Game · Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory

[LinRui's solution](#)

**479.**

1778E

[The Tree Has Fallen! · Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[LinRui's solution](#)

**480.**

1787F

[Inverse Transformation · Tutorial](#)

Quality: 801 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[LinRui's solution](#)

**481.**

1731F

[Function Sum · Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[LinRui's solution](#)

**482.**

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[LinRui's solution](#)

**483.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[LinRui's solution](#)

**484.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[LinRui's solution](#)

**485.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[LinRui's solution](#)

**486.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[LinRui's solution](#)

**487.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[LinRui's solution](#)

**488.**

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive

[LinRui's solution](#)

**489.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[LinRui's solution](#)

**490.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2022-01-23 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[LinRui's solution](#)

**491.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2022-01-24 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[LinRui's solution](#)

**492.**

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2022-02-13 · last AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[LinRui's solution](#)

**493.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[LinRui's solution](#)

**494.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[LinRui's solution](#)

**495.**

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[LinRui's solution](#)

**496.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[LinRui's solution](#)

**497.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LinRui's solution](#)

**498.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[LinRui's solution](#)

**499.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[LinRui's solution](#)

**500.**

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[LinRui's solution](#)

**501.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2022-02-13 · last AC: 2024-06-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[LinRui's solution](#)

**502.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, probabilities  
[LinRui's solution](#)

**503.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy  
[LinRui's solution](#)

**504.**

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force  
[LinRui's solution](#)

**505.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[LinRui's solution](#)

**506.**

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2600 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[LinRui's solution](#)

**507.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-02-19 · last AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[LinRui's solution](#)

**508.**

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees  
[LinRui's solution](#)

**509.**

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs  
[LinRui's solution](#)

**510.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[LinRui's solution](#)

**511.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, greedy  
[LinRui's solution](#)

**512.**

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[LinRui's solution](#)

**513.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[LinRui's solution](#)

**514.**

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[LinRui's solution](#)

**515.**

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: strings

[LinRui's solution](#)

**516.**

1949J

[Amanda the Amoeba](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2600 · first AC: 2024-05-08 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees, two pointers

[LinRui's solution](#)

**517.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: math, strings

[LinRui's solution](#)

**518.**

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[LinRui's solution](#)

**519.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2024-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[LinRui's solution](#)

**520.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[LinRui's solution](#)

**521.**

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2024-05-03 · C++20 (GCC 13-64) (first AC) · Tags: \*special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[LinRui's solution](#)

**522.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer

[LinRui's solution](#)

**523.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[LinRui's solution](#)

**524.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures

[LinRui's solution](#)

**525.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[LinRui's solution](#)

**526.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[LinRui's solution](#)

**527.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LinRui's solution](#)

**528.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[LinRui's solution](#)

**529.**

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2022-04-02 · last AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[LinRui's solution](#)

**530.**

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[LinRui's solution](#)

**531.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[LinRui's solution](#)

**532.**

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[LinRui's solution](#)

**533.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[LinRui's solution](#)

**534.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2022-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[LinRui's solution](#)

**535.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2022-02-10 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[LinRui's solution](#)

**536.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2022-02-04 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LinRui's solution](#)

**537.**

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2600 · first AC: 2022-02-05 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[LinRui's solution](#)

**538.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2022-01-13 · last AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[LinRui's solution](#)

**539.**

763C

[Timofey and remodeling](#) · [Tutorial](#)

Quality: 781 global accepts · Rating: 2600 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[LinRui's solution](#)

**540.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, trees

[LinRui's solution](#)

**541.**

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[LinRui's solution](#)

**542.**

1379F1

[Chess Strikes Back \(easy version\) · Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2024-06-13 · last AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[LinRui's solution](#)

**543.**

1025F

[Disjoint Triangles · Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2024-06-11 · last AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[LinRui's solution](#)

**544.**

1103C

[Johnny Solving · Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2024-06-10 · last AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[LinRui's solution](#)

**545.**

1156G

[Optimizer · Tutorial](#)

Quality: 156 global accepts · Rating: 2700 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, hashing, implementation

[LinRui's solution](#)

**546.**

1344D

[Résumé Review · Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[LinRui's solution](#)

**547.**

1422F

[Boring Queries · Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2024-06-09 · last AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory

[LinRui's solution](#)

**548.**

1025E

[Colored Cubes · Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, matrices

[LinRui's solution](#)

**549.**

1118F2

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

Quality: 633 global accepts · Rating: 2700 · first AC: 2022-08-23 · last AC: 2024-06-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[LinRui's solution](#)

**550.**

1422E

[Minlexes · Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2024-06-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[LinRui's solution](#)

**551.**

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[LinRui's solution](#)

**552.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LinRui's solution](#)

**553.**

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, number theory

[LinRui's solution](#)

**554.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, sortings

[LinRui's solution](#)

**555.**

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2024-05-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LinRui's solution](#)

**556.**

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[LinRui's solution](#)

**557.**

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[LinRui's solution](#)

**558.**

575C

[Party](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2700 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, graph matchings

[LinRui's solution](#)

**559.**

958D2

[Hyperspace Jump \(hard\)](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 2700 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[LinRui's solution](#)

**560.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-03-09 · last AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[LinRui's solution](#)

**561.**

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[LinRui's solution](#)

**562.**

1634F

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

Quality: 1,904 global accepts · Rating: 2700 · first AC: 2022-03-04 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data

structures, hashing, implementation, math

[LinRui's solution](#)

**563.**

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-03-06 · last AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[LinRui's solution](#)

**564.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[LinRui's solution](#)

**565.**

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[LinRui's solution](#)

**566.**

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,981 global accepts · Rating: 2700 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[LinRui's solution](#)

**567.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, sortings, trees

[LinRui's solution](#)

**568.**

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[LinRui's solution](#)

**569.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, two pointers

[LinRui's solution](#)

**570.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[LinRui's solution](#)

**571.**

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[LinRui's solution](#)

**572.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[LinRui's solution](#)

**573.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[LinRui's solution](#)

**574.**

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[LinRui's solution](#)

**575.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, interactive

[LinRui's solution](#)

**576.**

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[LinRui's solution](#)

**577.**

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LinRui's solution](#)

**578.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[LinRui's solution](#)

**579.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-03-10 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[LinRui's solution](#)

**580.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[LinRui's solution](#)

**581.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[LinRui's solution](#)

**582.**

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer,

dp, implementation, shortest paths

[LinRui's solution](#)

**583.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[LinRui's solution](#)

**584.**

1649F

[Serious Business](#) · [Tutorial](#)

Rating: 2800 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[LinRui's solution](#)

**585.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[LinRui's solution](#)

**586.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[LinRui's solution](#)

**587.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-03-05 · last AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft

[LinRui's solution](#)

**588.**

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LinRui's solution](#)

**589.**

331E1

[Deja Vu](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2900 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[LinRui's solution](#)

**590.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2900 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[LinRui's solution](#)

**591.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[LinRui's solution](#)

**592.**

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[LinRui's solution](#)

**593.**

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2022-11-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[LinRui's solution](#)

**594.**

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[LinRui's solution](#)

**595.**

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[LinRui's solution](#)

**596.**

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2900 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[LinRui's solution](#)

**597.**

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[LinRui's solution](#)

**598.**

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2022-01-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[LinRui's solution](#)

**599.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: math, probabilities

[LinRui's solution](#)

**600.**

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LinRui's solution](#)

**601.**

1824D

[LuoTianyi and the Function](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LinRui's solution](#)

**602.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[LinRui's solution](#)

**603.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[LinRui's solution](#)

**604.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[LinRui's solution](#)

**605.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[LinRui's solution](#)

**606.**

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[LinRui's solution](#)

**607.**

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[LinRui's solution](#)

**608.**

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive, shortest paths

[LinRui's solution](#)

**609.**

1218G

[Alpha planetary system](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LinRui's solution](#)

**610.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures

[LinRui's solution](#)

**611.**

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[LinRui's solution](#)

**612.**

1868D

[Flower-like Pseudotree](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, trees

[LinRui's solution](#)

**613.**

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, trees

[LinRui's solution](#)

**614.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-06-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[LinRui's solution](#)

**615.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[LinRui's solution](#)

**616.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LinRui's solution](#)

**617.**

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2024-06-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, trees

[LinRui's solution](#)

**618.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[LinRui's solution](#)

**619.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 3000 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[LinRui's solution](#)

**620.**

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[LinRui's solution](#)

**621.**

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2022-11-19 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**622.**

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[LinRui's solution](#)

**623.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[LinRui's solution](#)

**624.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[LinRui's solution](#)

**625.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, interactive

[LinRui's solution](#)

**626.**

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, probabilities, trees

[LinRui's solution](#)

**627.**

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[LinRui's solution](#)

**628.**

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[LinRui's solution](#)

**629.**

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[LinRui's solution](#)

**630.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[LinRui's solution](#)

**631.**

104396D

[Star Rail](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-07 · last AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LinRui's solution](#)

**632.**

102268D

[Dates](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[LinRui's solution](#)