

Unique solved — LiuRunkY

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

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

Filters: none

Count: 1,383

1.

2061A

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

Quality: 22,356 global accepts · Rating: 800 · first AC: 2025-01-20 · last AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[LiuRunkY's solution](#)

2.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2022-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LiuRunkY's solution](#)

3.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[LiuRunkY's solution](#)

4.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[LiuRunkY's solution](#)

5.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[LiuRunkY's solution](#)

6.

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings

[LiuRunkY's solution](#)

7.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,038 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

8.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[LiuRunkY's solution](#)

9.

1626A

[Equidistant Letters](#) · [Tutorial](#)

Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[LiuRunkY's solution](#)

10.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,769 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[LiuRunkY's solution](#)

11.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[LiuRunkY's solution](#)

12.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[LiuRunkY's solution](#)

13.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

14.

1556A

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

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[LiuRunkY's solution](#)

15.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings

[LiuRunkY's solution](#)

16.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[LiuRunkY's solution](#)

17.

1527A

[And Then There Were K](#) · [Tutorial](#)

Quality: 41,910 global accepts · Rating: 800 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[LiuRunkY's solution](#)

18.

1519B

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

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[LiuRunkY's solution](#)

19.

1519A

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

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[LiuRunkY's solution](#)

20.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

21.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,032 global accepts · Rating: 800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[LiuRunkY's solution](#)

22.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[LiuRunkY's solution](#)

23.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math
[LiuRunkY's solution](#)

24.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[LiuRunkY's solution](#)

25.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: implementation, strings
[LiuRunkY's solution](#)

26.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: implementation, strings
[LiuRunkY's solution](#)

27.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

28.

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 800 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, math
[LiuRunkY's solution](#)

29.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[LiuRunkY's solution](#)

30.

1186A

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

Quality: 42,465 global accepts · Rating: 800 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: implementation
[LiuRunkY's solution](#)

31.

1106A

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

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation
[LiuRunkY's solution](#)

32.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[LiuRunkY's solution](#)

33.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math
[LiuRunkY's solution](#)

34.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: brute force, implementation
[LiuRunkY's solution](#)

35.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

36.

609A

[USB Flash Drives](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 800 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings
[LiuRunkY's solution](#)

37.

764A

[Taymyr is calling you](#) · [Tutorial](#)

Quality: 17,106 global accepts · Rating: 800 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: brute force, implementation, math
[LiuRunkY's solution](#)

38.

758A

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

Quality: 75,317 global accepts · Rating: 800 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

39.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

40.

716A

[Crazy Computer](#) · [Tutorial](#)

Quality: 24,042 global accepts · Rating: 800 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

41.

707A

[Brain's Photos](#) · [Tutorial](#)

Quality: 55,797 global accepts · Rating: 800 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

42.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,131 global accepts · Rating: 800 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

43.

703A

[Mishka and Game](#) · [Tutorial](#)

Quality: 66,599 global accepts · Rating: 800 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

44.

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,033 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: dp, greedy, implementation

[LiuRunkY's solution](#)

45.

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

46.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,915 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

47.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,937 global accepts · Rating: 800 · first AC: 2014-06-03 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

48.

427A

[Police Recruits](#) · [Tutorial](#)

Quality: 97,251 global accepts · Rating: 800 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

49.

411A

[Password Check](#) · [Tutorial](#)

Quality: 8,103 global accepts · Rating: 800 · first AC: 2014-04-14 · GNU C++ (first AC) · Tags: *special, implementation

[LiuRunkY's solution](#)

50.

386A

[Second-Price Auction](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 800 · first AC: 2014-01-19 · last AC: 2014-01-24 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

51.

384A

[Coder](#) · [Tutorial](#)

Quality: 17,219 global accepts · Rating: 800 · first AC: 2014-01-21 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

52.

381A

[Sereja and Dima](#) · [Tutorial](#)

Quality: 89,850 global accepts · Rating: 800 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation, two pointers

[LiuRunkY's solution](#)

53.

378A

[Playing with Dice](#) · [Tutorial](#)

Quality: 25,937 global accepts · Rating: 800 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

54.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: *special, implementation, sortings
[LiuRunkY's solution](#)

55.

294A

[Shaass and Oskols](#) · [Tutorial](#)

Quality: 28,398 global accepts · Rating: 800 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

56.

363A

[Soroban](#) · [Tutorial](#)

Quality: 11,438 global accepts · Rating: 800 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

57.

361A

[Levko and Table](#) · [Tutorial](#)

Quality: 17,821 global accepts · Rating: 800 · first AC: 2013-11-16 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[LiuRunkY's solution](#)

58.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,370 global accepts · Rating: 800 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

59.

339A

[Helpful Maths](#) · [Tutorial](#)

Quality: 275,448 global accepts · Rating: 800 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, strings
[LiuRunkY's solution](#)

60.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,693 global accepts · Rating: 800 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: math, probabilities
[LiuRunkY's solution](#)

61.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

62.

200B

[Drinks](#) · [Tutorial](#)

Quality: 148,457 global accepts · Rating: 800 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

63.

248A

[Cupboards](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

64.

231A

[Team](#) · [Tutorial](#)

Quality: 430,389 global accepts · Rating: 800 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, greedy
[LiuRunkY's solution](#)

65.

262A

[Roma and Lucky Numbers](#) · [Tutorial](#)

Quality: 22,458 global accepts · Rating: 800 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

66.

265A

[Colorful Stones \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 42,680 global accepts · Rating: 800 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

67.

268A

[Games](#) · [Tutorial](#)

Quality: 104,233 global accepts · Rating: 800 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

68.

278A

[Circle Line](#) · [Tutorial](#)

Quality: 12,824 global accepts · Rating: 800 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

69.

157A

[Game Outcome](#) · [Tutorial](#)

Quality: 8,614 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

70.

155A

[I love %username%](#) · [Tutorial](#)

Quality: 93,683 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

71.

151A

[Soft Drinking](#) · [Tutorial](#)

Quality: 94,804 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

72.

144A

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

Quality: 121,442 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

73.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

74.

141A

[Amusing Joke](#) · [Tutorial](#)

Quality: 101,420 global accepts · Rating: 800 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[LiuRunkY's solution](#)

75.

136A

[Presents](#) · [Tutorial](#)

Quality: 146,574 global accepts · Rating: 800 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

76.

110A

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

Quality: 199,544 global accepts · Rating: 800 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

77.

104A

[Blackjack](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 800 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

78.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: *special, brute force, implementation

[LiuRunkY's solution](#)

79.

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,726 global accepts · Rating: 800 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: strings

[LiuRunkY's solution](#)

80.

92A

[Chips](#) · [Tutorial](#)

Quality: 21,533 global accepts · Rating: 800 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

81.

80A

[Panoramix's Prediction](#) · [Tutorial](#)

Quality: 66,324 global accepts · Rating: 800 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

82.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

83.

61A

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

Quality: 136,236 global accepts · Rating: 800 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

84.

59A

[Word](#) · [Tutorial](#)

Quality: 228,003 global accepts · Rating: 800 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

85.

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,811 global accepts · Rating: 800 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

86.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,269 global accepts · Rating: 800 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

87.

47A

[Triangular numbers](#) · [Tutorial](#)

Quality: 18,178 global accepts · Rating: 800 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: brute force, math

[LiuRunkY's solution](#)

88.

46A

[Ball Game](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 800 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

89.

38A

[Army](#) · [Tutorial](#)

Quality: 26,490 global accepts · Rating: 800 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

90.

34A

[Reconnaissance 2](#) · [Tutorial](#)

Quality: 34,692 global accepts · Rating: 800 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

91.

32B

[Borze](#) · [Tutorial](#)

Quality: 79,775 global accepts · Rating: 800 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: expression parsing, implementation

[LiuRunkY's solution](#)

92.

32A

[Reconnaissance](#) · [Tutorial](#)

Quality: 14,895 global accepts · Rating: 800 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

93.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,090 global accepts · Rating: 800 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

94.

16A

[Flag](#) · [Tutorial](#)

Quality: 17,255 global accepts · Rating: 800 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

95.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,071 global accepts · Rating: 800 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: brute force, math

[LiuRunkY's solution](#)

96.

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 318,099 global accepts · Rating: 800 · first AC: 2013-07-30 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

97.

266B

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

Quality: 166,120 global accepts · Rating: 800 · first AC: 2013-07-30 · GNU C++ (first AC) · Tags: constructive algorithms, graph matchings, implementation, shortest paths

[LiuRunkY's solution](#)

98.

214A

[System of Equations](#) · [Tutorial](#)

Quality: 42,927 global accepts · Rating: 800 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

99.

228A

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

Quality: 139,845 global accepts · Rating: 800 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

100.

266A

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

Quality: 244,640 global accepts · Rating: 800 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

101.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,119 global accepts · Rating: 800 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[LiuRunkY's solution](#)

102.

271A

[Beautiful Year](#) · [Tutorial](#)

Quality: 177,781 global accepts · Rating: 800 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

103.

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,404 global accepts · Rating: 800 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

104.

281A

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

Quality: 271,062 global accepts · Rating: 800 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

105.

302A

[Eugeny and Array](#) · [Tutorial](#)

Quality: 9,761 global accepts · Rating: 800 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

106.

330A

[Cakeminator](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

107.

41A

[Translation](#) · [Tutorial](#)

Quality: 188,503 global accepts · Rating: 800 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

108.

71A

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

Quality: 503,407 global accepts · Rating: 800 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: strings

[LiuRunkY's solution](#)

109.

112A

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

Quality: 287,327 global accepts · Rating: 800 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

110.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

111.

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,565 global accepts · Rating: 800 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: *special, implementation

[LiuRunkY's solution](#)

112.

148A

[Insomnia cure](#) · [Tutorial](#)

Quality: 112,422 global accepts · Rating: 800 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[LiuRunkY's solution](#)

113.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,839 global accepts · Rating: 900 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[LiuRunkY's solution](#)

114.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[LiuRunkY's solution](#)

115.

1609A

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

Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[LiuRunkY's solution](#)

116.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[LiuRunkY's solution](#)

117.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: greedy

[LiuRunkY's solution](#)

118.

1187A

[Stickers and Toys](#) · [Tutorial](#)

Quality: 15,546 global accepts · Rating: 900 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

119.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

120.

1106C

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

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[LiuRunkY's solution](#)

121.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, strings

[LiuRunkY's solution](#)

122.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

123.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: greedy, implementation, math

[LiuRunkY's solution](#)

124.

999B

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

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

125.

989A

[A Blend of Springtime](#) · [Tutorial](#)

Quality: 11,161 global accepts · Rating: 900 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

126.

764B

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

Quality: 12,678 global accepts · Rating: 900 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

127.

567A

[Lineland Mail](#) · [Tutorial](#)

Quality: 35,978 global accepts · Rating: 900 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

128.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

129.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

130.

424A

[Squats](#) · [Tutorial](#)

Quality: 9,188 global accepts · Rating: 900 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

131.

415A

[Mashmokh and Lights](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

132.

387A

[George and Sleep](#) · [Tutorial](#)

Quality: 10,545 global accepts · Rating: 900 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

133.

376A

[Lever](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 900 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

134.

373A

[Collecting Beats is Fun](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 900 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

135.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-11-29 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

136.

299B

[Ksusha the Squirrel](#) · [Tutorial](#)

Quality: 6,441 global accepts · Rating: 900 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

137.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,296 global accepts · Rating: 900 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[LiuRunkY's solution](#)

138.

205A

[Little Elephant and Rozdil](#) · [Tutorial](#)

Quality: 25,230 global accepts · Rating: 900 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

139.

246A

[Buggy Sorting](#) · [Tutorial](#)

Quality: 10,228 global accepts · Rating: 900 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[LiuRunkY's solution](#)

140.

208A

[Dubstep](#) · [Tutorial](#)

Quality: 105,081 global accepts · Rating: 900 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: strings

[LiuRunkY's solution](#)

141.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

142.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,764 global accepts · Rating: 900 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

143.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

144.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,993 global accepts · Rating: 900 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

145.

137A

[Postcards and photos](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 900 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

146.

129A

[Cookies](#) · [Tutorial](#)

Quality: 25,211 global accepts · Rating: 900 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

147.

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,028 global accepts · Rating: 900 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

148.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation, schedules

[LiuRunkY's solution](#)

149.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,928 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

150.

94A

[Restoring Password](#) · [Tutorial](#)

Quality: 12,268 global accepts · Rating: 900 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

151.

96A

[Football](#) · [Tutorial](#)

Quality: 193,688 global accepts · Rating: 900 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

152.

84A

[Toy Army](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 900 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

153.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[LiuRunkY's solution](#)

154.

52A

[123-sequence](#) · [Tutorial](#)

Quality: 10,581 global accepts · Rating: 900 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

155.

45A

[Codecraft III](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 900 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

156.

44A

[Indian Summer](#) · [Tutorial](#)

Quality: 17,497 global accepts · Rating: 900 · first AC: 2013-08-04 · last AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

157.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,040 global accepts · Rating: 900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

158.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,787 global accepts · Rating: 900 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: number theory

[LiuRunkY's solution](#)

159.

16B

[Burglar and Matches](#) · [Tutorial](#)

Quality: 20,772 global accepts · Rating: 900 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

160.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[LiuRunkY's solution](#)

161.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: brute force, geometry

[LiuRunkY's solution](#)

162.

313A

[Ilya and Bank Account](#) · [Tutorial](#)

Quality: 65,056 global accepts · Rating: 900 · first AC: 2013-07-20 · GNU C++ (first AC) · Tags: implementation, number theory

[LiuRunkY's solution](#)

163.

263B

[Squares](#) · [Tutorial](#)

Quality: 9,782 global accepts · Rating: 900 · first AC: 2013-07-05 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

164.

320A

[Magic Numbers](#) · [Tutorial](#)

Quality: 45,426 global accepts · Rating: 900 · first AC: 2013-07-03 · GNU C++ (first AC) · Tags: brute force, greedy

[LiuRunkY's solution](#)

165.

275A

[Lights Out](#) · [Tutorial](#)

Quality: 36,476 global accepts · Rating: 900 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

166.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,139 global accepts · Rating: 900 · first AC: 2013-06-19 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

167.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[LiuRunkY's solution](#)

168.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[LiuRunkY's solution](#)

169.

1300B

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

Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

170.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

171.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,525 global accepts · Rating: 1000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

172.

1237A

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

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

173.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

174.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

175.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

176.

1051B

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

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LiuRunkY's solution](#)

177.

981B

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

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: sortings

[LiuRunkY's solution](#)

178.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

179.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, math

[LiuRunkY's solution](#)

180.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

181.

500A

[New Year Transportation](#) · [Tutorial](#)

Quality: 62,713 global accepts · Rating: 1000 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation

[LiuRunkY's solution](#)

182.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

183.

389A

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

Quality: 14,978 global accepts · Rating: 1000 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

184.

385A

[Bear and Raspberry](#) · [Tutorial](#)

Quality: 17,326 global accepts · Rating: 1000 · first AC: 2014-01-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[LiuRunkY's solution](#)

185.

379A

[New Year Candles](#) · [Tutorial](#)

Quality: 53,275 global accepts · Rating: 1000 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

186.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: greedy, implementation, math

[LiuRunkY's solution](#)

187.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

188.

299A

[Ksusha and Array](#) · [Tutorial](#)

Quality: 9,462 global accepts · Rating: 1000 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: brute force, number theory, sortings

[LiuRunkY's solution](#)

189.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2013-11-15 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation

[LiuRunkY's solution](#)

190.

357A

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

Quality: 7,684 global accepts · Rating: 1000 · first AC: 2013-10-15 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[LiuRunkY's solution](#)

191.

352A

[Jeff and Digits](#) · [Tutorial](#)

Quality: 28,536 global accepts · Rating: 1000 · first AC: 2013-10-05 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

192.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,391 global accepts · Rating: 1000 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

193.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

194.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

195.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

196.

221A

[Little Elephant and Function](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

197.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

198.

259A

[Little Elephant and Chess](#) · [Tutorial](#)

Quality: 10,034 global accepts · Rating: 1000 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, strings

[LiuRunkY's solution](#)

199.

265B

[Roadside Trees \(Simplified Edition\)](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

200.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

201.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: binary search, brute force, math

[LiuRunkY's solution](#)

202.

165A

[Supercentral Point](#) · [Tutorial](#)

Quality: 26,279 global accepts · Rating: 1000 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

203.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

204.

106A

[Card Game](#) · [Tutorial](#)

Quality: 8,536 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

205.

122B

[Lucky Substring](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

206.

120A

[Elevator](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

207.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,587 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

208.

114A

[Cifera](#) · [Tutorial](#)

Quality: 15,080 global accepts · Rating: 1000 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

209.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

210.

139A

[Petr and Book](#) · [Tutorial](#)

Quality: 37,516 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

211.

124A

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

Quality: 44,212 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

212.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,993 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

213.

122A

[Lucky Division](#) · [Tutorial](#)

Quality: 149,835 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: brute force, number theory

[LiuRunkY's solution](#)

214.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2013-08-17 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

215.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

216.

106B

[Choosing Laptop](#) · [Tutorial](#)

Quality: 6,867 global accepts · Rating: 1000 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

217.

90A

[Cableway](#) · [Tutorial](#)

Quality: 5,495 global accepts · Rating: 1000 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

218.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

219.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,420 global accepts · Rating: 1000 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

220.

336A

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

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2013-08-09 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

221.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,023 global accepts · Rating: 1000 · first AC: 2013-08-06 · GNU C++ (first AC) · Tags: greedy, strings

[LiuRunkY's solution](#)

222.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

223.

43A

[Football](#) · [Tutorial](#)

Quality: 69,178 global accepts · Rating: 1000 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: strings

[LiuRunkY's solution](#)

224.

35A

[Shell Game](#) · [Tutorial](#)

Quality: 7,584 global accepts · Rating: 1000 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

225.

3A

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

Quality: 22,149 global accepts · Rating: 1000 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: greedy, shortest paths

[LiuRunkY's solution](#)

226.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,314 global accepts · Rating: 1000 · first AC: 2013-07-30 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

227.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,516 global accepts · Rating: 1000 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

228.

334A

[Candy Bags](#) · [Tutorial](#)

Quality: 20,024 global accepts · Rating: 1000 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

229.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2013-07-13 · GNU C++ (first AC) · Tags: brute force, math, number theory

[LiuRunkY's solution](#)

230.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

231.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

232.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,481 global accepts · Rating: 1000 · first AC: 2013-07-02 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

233.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[LiuRunkY's solution](#)

234.

1685A

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

Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LiuRunkY's solution](#)

235.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[LiuRunkY's solution](#)

236.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

237.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[LiuRunkY's solution](#)

238.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[LiuRunkY's solution](#)

239.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

240.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary

search

[LiuRunkY's solution](#)

241.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

242.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[LiuRunkY's solution](#)

243.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2019-01-20 · last AC: 2019-01-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

244.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[LiuRunkY's solution](#)

245.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: binary search, implementation

[LiuRunkY's solution](#)

246.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

247.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[LiuRunkY's solution](#)

248.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: brute force, implementation, number theory

[LiuRunkY's solution](#)

249.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

250.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: implementation, math, sortings, strings

[LiuRunkY's solution](#)

251.

705B

[Spider Man](#) · [Tutorial](#)

Quality: 9,567 global accepts · Rating: 1100 · first AC: 2016-08-07 · GNU C++ (first AC) · Tags: games, math

[LiuRunkY's solution](#)

252.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-30 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

253.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,894 global accepts · Rating: 1100 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

254.

427B

[Prison Transfer](#) · [Tutorial](#)

Quality: 15,513 global accepts · Rating: 1100 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: data structures, implementation

[LiuRunkY's solution](#)

255.

389B

[Fox and Cross](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1100 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

256.

381B

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

Quality: 7,355 global accepts · Rating: 1100 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

257.

382A

[Ksenia and Pan Scales](#) · [Tutorial](#)

Quality: 13,668 global accepts · Rating: 1100 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

258.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,514 global accepts · Rating: 1100 · first AC: 2013-07-11 · last AC: 2013-12-30 · GNU C++ (first AC) · Tags: dp, implementation

[LiuRunkY's solution](#)

259.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: graphs, math, shortest paths

[LiuRunkY's solution](#)

260.

368B

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

Quality: 49,909 global accepts · Rating: 1100 · first AC: 2013-11-26 · GNU C++ (first AC) · Tags: data structures, dp

[LiuRunkY's solution](#)

261.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

262.

289A

[Polo the Penguin and Segments](#) · [Tutorial](#)

Quality: 10,327 global accepts · Rating: 1100 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

263.

292A

[SMSC](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 1100 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

264.

365B

[The Fibonacci Segment](#) · [Tutorial](#)

Quality: 15,371 global accepts · Rating: 1100 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

265.

365A

[Good Number](#) · [Tutorial](#)

Quality: 22,979 global accepts · Rating: 1100 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

266.

363B

[Fence](#) · [Tutorial](#)

Quality: 67,098 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, dp

[LiuRunkY's solution](#)

267.

362B

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

Quality: 14,733 global accepts · Rating: 1100 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

268.

355B

[Vasya and Public Transport](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 1100 · first AC: 2013-10-17 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

269.

355A

[Vasya and Digital Root](#) · [Tutorial](#)

Quality: 9,839 global accepts · Rating: 1100 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

270.

349A

[Cinema Line](#) · [Tutorial](#)

Quality: 33,731 global accepts · Rating: 1100 · first AC: 2013-09-28 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

271.

347B

[Fixed Points](#) · [Tutorial](#)

Quality: 9,870 global accepts · Rating: 1100 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

272.

296A

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

Quality: 26,043 global accepts · Rating: 1100 · first AC: 2013-08-25 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

273.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

274.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

275.

224A

[Parallelepiped](#) · [Tutorial](#)

Quality: 30,293 global accepts · Rating: 1100 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, geometry, math

[LiuRunkY's solution](#)

276.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,008 global accepts · Rating: 1100 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: binary search, implementation, sortings

[LiuRunkY's solution](#)

277.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

278.

158B

[Taxi](#) · [Tutorial](#)

Quality: 103,849 global accepts · Rating: 1100 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: *special, greedy, implementation

[LiuRunkY's solution](#)

279.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

280.

259B

[Little Elephant and Magic Square](#) · [Tutorial](#)

Quality: 14,697 global accepts · Rating: 1100 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

281.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

282.

43B

[Letter](#) · [Tutorial](#)

Quality: 20,497 global accepts · Rating: 1100 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

283.

25B

[Phone numbers](#) · [Tutorial](#)

Quality: 11,258 global accepts · Rating: 1100 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

284.

253A

[Boys and Girls](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1100 · first AC: 2013-07-29 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

285.

270A

[Fancy Fence](#) · [Tutorial](#)

Quality: 50,832 global accepts · Rating: 1100 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: geometry, implementation, math

[LiuRunkY's solution](#)

286.

300A

[Array](#) · [Tutorial](#)

Quality: 27,236 global accepts · Rating: 1100 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[LiuRunkY's solution](#)

287.

287A

[IQ Test](#) · [Tutorial](#)

Quality: 21,986 global accepts · Rating: 1100 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

288.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2013-07-10 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

289.

312A

[Whose sentence is it?](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 1100 · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

290.

1975C

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

Quality: 17,167 global accepts · Rating: 1200 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[LiuRunkY's solution](#)

291.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3 (first AC) · Tags: bitmasks, brute force, math, number theory

[LiuRunkY's solution](#)

292.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

293.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,411 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[LiuRunkY's solution](#)

294.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LiuRunkY's solution](#)

295.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings
[LiuRunkY's solution](#)

296.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[LiuRunkY's solution](#)

297.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[LiuRunkY's solution](#)

298.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,368 global accepts · Rating: 1200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: implementation, math
[LiuRunkY's solution](#)

299.

1305B

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

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

300.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings, strings, two pointers
[LiuRunkY's solution](#)

301.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: data structures, greedy
[LiuRunkY's solution](#)

302.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[LiuRunkY's solution](#)

303.

1149A

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

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[LiuRunkY's solution](#)

304.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: data structures, implementation, math
[LiuRunkY's solution](#)

305.

1051A

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

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, strings
[LiuRunkY's solution](#)

306.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,153 global accepts · Rating: 1200 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, implementation
[LiuRunkY's solution](#)

307.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy, implementation
[LiuRunkY's solution](#)

308.

999C

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

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-21 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

309.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: constructive algorithms, strings
[LiuRunkY's solution](#)

310.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: brute force, implementation
[LiuRunkY's solution](#)

311.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1200 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: brute force, math, number theory
[LiuRunkY's solution](#)

312.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[LiuRunkY's solution](#)

313.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: implementation, strings
[LiuRunkY's solution](#)

314.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: math, number theory
[LiuRunkY's solution](#)

315.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

316.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

317.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,887 global accepts · Rating: 1200 · first AC: 2014-05-24 · GNU C++ (first AC) · Tags: dp, implementation, sortings

[LiuRunkY's solution](#)

318.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2014-04-25 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, sortings

[LiuRunkY's solution](#)

319.

413A

[Data Recovery](#) · [Tutorial](#)

Quality: 2,967 global accepts · Rating: 1200 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

320.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: brute force, greedy, two pointers

[LiuRunkY's solution](#)

321.

385B

[Bear and Strings](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 1200 · first AC: 2014-01-28 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math, strings

[LiuRunkY's solution](#)

322.

217A

[Ice Skating](#) · [Tutorial](#)

Quality: 24,353 global accepts · Rating: 1200 · first AC: 2013-08-16 · last AC: 2014-01-25 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

323.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

324.

366B

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

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2013-11-24 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

325.

292B

[Network Topology](#) · [Tutorial](#)

Quality: 10,513 global accepts · Rating: 1200 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: graphs, implementation

[LiuRunkY's solution](#)

326.

302B

[Eugeny and Play List](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1200 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers

[LiuRunkY's solution](#)

327.

315B

[Sereja and Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1200 · first AC: 2013-11-22 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

328.

298B

[Sail](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1200 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[LiuRunkY's solution](#)

329.

361B

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

Quality: 8,797 global accepts · Rating: 1200 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory

[LiuRunkY's solution](#)

330.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: brute force, greedy, implementation

[LiuRunkY's solution](#)

331.

353A

[Domino](#) · [Tutorial](#)

Quality: 19,991 global accepts · Rating: 1200 · first AC: 2013-10-11 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

332.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: brute force, graphs, math

[LiuRunkY's solution](#)

333.

342A

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

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2013-09-08 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

334.

340A

[The Wall](#) · [Tutorial](#)

Quality: 8,339 global accepts · Rating: 1200 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

335.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,190 global accepts · Rating: 1200 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[LiuRunkY's solution](#)

336.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2013-08-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

337.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,489 global accepts · Rating: 1200 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: greedy, two pointers

[LiuRunkY's solution](#)

338.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

339.

216A

[Tiling with Hexagons](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 1200 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

340.

222A

[Shooshuns and Sequence](#) · [Tutorial](#)

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

341.

239A

[Two Bags of Potatoes](#) · [Tutorial](#)

Quality: 20,610 global accepts · Rating: 1200 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: greedy, implementation, math

[LiuRunkY's solution](#)

342.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[LiuRunkY's solution](#)

343.

133B

[Unary](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1200 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

344.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

345.

145A

[Lucky Conversion](#) · [Tutorial](#)

Quality: 7,939 global accepts · Rating: 1200 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

346.

80B

[Depression](#) · [Tutorial](#)

Quality: 5,000 global accepts · Rating: 1200 · first AC: 2013-08-14 · GNU C++ (first AC) · Tags: geometry, math

[LiuRunkY's solution](#)

347.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

348.

78B

[Easter Eggs](#) · [Tutorial](#)

Quality: 15,349 global accepts · Rating: 1200 · first AC: 2013-08-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

349.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, number theory

[LiuRunkY's solution](#)

350.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

351.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2013-08-05 · GNU C++ (first AC) · Tags: constructive algorithms

[LiuRunkY's solution](#)

352.

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

353.

27A

[Next Test](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1200 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

354.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: brute force, greedy

[LiuRunkY's solution](#)

355.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,911 global accepts · Rating: 1200 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[LiuRunkY's solution](#)

356.

304A

[Pythagorean Theorem II](#) · [Tutorial](#)

Quality: 12,039 global accepts · Rating: 1200 · first AC: 2013-07-09 · last AC: 2013-07-19 · GNU C++ (first AC) · Tags: brute force, math

[LiuRunkY's solution](#)

357.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

358.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[LiuRunkY's solution](#)

359.

1617C

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

Quality: 15,998 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings

[LiuRunkY's solution](#)

360.

1591C

[Minimize Distance](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

361.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[LiuRunkY's solution](#)

362.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[LiuRunkY's solution](#)

363.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[LiuRunkY's solution](#)

364.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: binary search, math

[LiuRunkY's solution](#)

365.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[LiuRunkY's solution](#)

366.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, math

[LiuRunkY's solution](#)

367.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: binary search, implementation, strings

[LiuRunkY's solution](#)

368.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[LiuRunkY's solution](#)

369.

1063A

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

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[LiuRunkY's solution](#)

370.

1065B

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

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[LiuRunkY's solution](#)

371.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

372.

787B

[Not Afraid](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 1300 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: greedy, implementation, math

[LiuRunkY's solution](#)

373.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, implementation, math

[LiuRunkY's solution](#)

374.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

375.

716B

[Complete the Word](#) · [Tutorial](#)

Quality: 13,005 global accepts · Rating: 1300 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: greedy, two pointers

[LiuRunkY's solution](#)

376.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: graphs

[LiuRunkY's solution](#)

377.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

378.

40A

[Find Color](#) · [Tutorial](#)

Quality: 4,435 global accepts · Rating: 1300 · first AC: 2014-09-10 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, implementation, math

[LiuRunkY's solution](#)

379.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2013-11-30 · last AC: 2014-07-25 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

380.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

381.

413B

[Spyke Chatting](#) · [Tutorial](#)

Quality: 1,844 global accepts · Rating: 1300 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

382.

378B

[Semifinals](#) · [Tutorial](#)

Quality: 6,195 global accepts · Rating: 1300 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

383.

376B

[I.O.U.](#) · [Tutorial](#)

Quality: 6,945 global accepts · Rating: 1300 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

384.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,892 global accepts · Rating: 1300 · first AC: 2013-12-18 · GNU C++ (first AC) · Tags: brute force, dp

[LiuRunkY's solution](#)

385.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

386.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

387.

288A

[Polo the Penguin and Strings](#) · [Tutorial](#)

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

388.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: *special, implementation, strings

[LiuRunkY's solution](#)

389.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-11-21 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

390.

330B

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

Quality: 19,389 global accepts · Rating: 1300 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: constructive algorithms, graphs

[LiuRunkY's solution](#)

391.

352B

[Jeff and Periods](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1300 · first AC: 2013-10-13 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

392.

347A

[Difference Row](#) · [Tutorial](#)

Quality: 9,800 global accepts · Rating: 1300 · first AC: 2013-09-21 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[LiuRunkY's solution](#)

393.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2013-09-11 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

394.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2013-08-20 · last AC: 2013-08-22 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

395.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

396.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: *special, brute force

[LiuRunkY's solution](#)

397.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: *special, combinatorics

[LiuRunkY's solution](#)

398.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2013-08-18 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

399.

66A

[Petya and Java](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1300 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

400.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

401.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2013-08-11 · GNU C++ (first AC) · Tags: implementation, two pointers

[LiuRunkY's solution](#)

402.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2013-08-06 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation

[LiuRunkY's solution](#)

403.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2013-08-04 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

404.

25A

[IQ test](#) · [Tutorial](#)

Quality: 103,900 global accepts · Rating: 1300 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

405.

298A

[Snow Footprints](#) · [Tutorial](#)

Quality: 11,661 global accepts · Rating: 1300 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

406.

304B

[Calendar](#) · [Tutorial](#)

Quality: 3,159 global accepts · Rating: 1300 · first AC: 2013-07-22 · GNU C++ (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

407.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[LiuRunkY's solution](#)

408.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,380 global accepts · Rating: 1300 · first AC: 2013-07-09 · GNU C++ (first AC) · Tags: math, probabilities

[LiuRunkY's solution](#)

409.

4C

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

Quality: 108,202 global accepts · Rating: 1300 · first AC: 2013-07-07 · GNU C++ (first AC) · Tags: data structures, hashing, implementation

[LiuRunkY's solution](#)

410.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

411.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

412.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[LiuRunkY's solution](#)

413.

1609C

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

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[LiuRunkY's solution](#)

414.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[LiuRunkY's solution](#)

415.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[LiuRunkY's solution](#)

416.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[LiuRunkY's solution](#)

417.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[LiuRunkY's solution](#)

418.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[LiuRunkY's solution](#)

419.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[LiuRunkY's solution](#)

420.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: math

[LiuRunkY's solution](#)

421.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[LiuRunkY's solution](#)

422.

1214A

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

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: brute force, math

[LiuRunkY's solution](#)

423.

1190A

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

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation, two pointers

[LiuRunkY's solution](#)

424.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

425.

26B

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

Quality: 25,869 global accepts · Rating: 1400 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: greedy

[LiuRunkY's solution](#)

426.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

427.

987C

[Three displays](#) · [Tutorial](#)

Quality: 15,063 global accepts · Rating: 1400 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: brute force, dp, implementation

[LiuRunkY's solution](#)

428.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-06-09 · GNU C++ (first AC) · Tags: implementation, trees

[LiuRunkY's solution](#)

429.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

430.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[LiuRunkY's solution](#)

431.

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,142 global accepts · Rating: 1400 · first AC: 2013-07-17 · last AC: 2016-11-17 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

432.

703B

[Mishka and trip](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

433.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

434.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

435.

430B

[Balls Game](#) · [Tutorial](#)

Quality: 4,120 global accepts · Rating: 1400 · first AC: 2014-05-11 · GNU C++ (first AC) · Tags: brute force, two pointers

[LiuRunkY's solution](#)

436.

413C

[Jeopardy!](#) · [Tutorial](#)

Quality: 2,677 global accepts · Rating: 1400 · first AC: 2014-04-20 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

437.

415D

[Mashmikh and ACM](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-04-07 · last AC: 2014-04-07 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[LiuRunkY's solution](#)

438.

389C

[Fox and Box Accumulation](#) · [Tutorial](#)

Rating: 1400 · first AC: 2014-02-04 · GNU C++ (first AC) · Tags: binary search, dp, greedy

[LiuRunkY's solution](#)

439.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2014-02-03 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

440.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2013-08-22 · last AC: 2014-01-25 · GNU C++ (first AC) · Tags: shortest paths

[LiuRunkY's solution](#)

441.

120D

[Three Sons](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 1400 · first AC: 2014-01-22 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

442.

386B

[Fly, freebies, fly!](#) · [Tutorial](#)

Quality: 2,528 global accepts · Rating: 1400 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: binary search, brute force, implementation

[LiuRunkY's solution](#)

443.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: greedy, sortings

[LiuRunkY's solution](#)

444.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2013-12-27 · GNU C++ (first AC) · Tags: implementation, sortings

[LiuRunkY's solution](#)

445.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2013-12-14 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[LiuRunkY's solution](#)

446.

335A

[Banana](#) · [Tutorial](#)

Quality: 2,847 global accepts · Rating: 1400 · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, greedy
[LiuRunkY's solution](#)

447.

289B

[Polo the Penguin and Matrix](#) · [Tutorial](#)

Quality: 18,964 global accepts · Rating: 1400 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: brute force, dp, implementation, sortings, ternary search
[LiuRunkY's solution](#)

448.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2013-10-25 · GNU C++ (first AC) · Tags: brute force, implementation
[LiuRunkY's solution](#)

449.

357B

[Flag Day](#) · [Tutorial](#)

Quality: 8,551 global accepts · Rating: 1400 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[LiuRunkY's solution](#)

450.

334B

[Eight Point Sets](#) · [Tutorial](#)

Quality: 3,872 global accepts · Rating: 1400 · first AC: 2013-10-14 · GNU C++ (first AC) · Tags: sortings
[LiuRunkY's solution](#)

451.

248B

[Chilly Willy](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1400 · first AC: 2013-08-20 · GNU C++ (first AC) · Tags: math, number theory
[LiuRunkY's solution](#)

452.

158C

[Cd and pwd commands](#) · [Tutorial](#)

Quality: 10,395 global accepts · Rating: 1400 · first AC: 2013-08-19 · GNU C++ (first AC) · Tags: *special, data structures, implementation
[LiuRunkY's solution](#)

453.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,065 global accepts · Rating: 1400 · first AC: 2013-08-16 · GNU C++ (first AC) · Tags: greedy, math, number theory
[LiuRunkY's solution](#)

454.

279B

[Books](#) · [Tutorial](#)

Quality: 72,464 global accepts · Rating: 1400 · first AC: 2013-07-28 · GNU C++ (first AC) · Tags: binary search, brute force, implementation, two pointers
[LiuRunkY's solution](#)

455.

290A

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

Quality: 3,237 global accepts · Rating: 1400 · first AC: 2013-07-27 · GNU C++ (first AC) · Tags: *special, implementation
[LiuRunkY's solution](#)

456.

315A

[Sereja and Bottles](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1400 · first AC: 2013-07-11 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

457.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[LiuRunkY's solution](#)

458.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[LiuRunkY's solution](#)

459.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[LiuRunkY's solution](#)

460.

1466D

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

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[LiuRunkY's solution](#)

461.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[LiuRunkY's solution](#)

462.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[LiuRunkY's solution](#)

463.

1300C

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

Rating: 1500 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

464.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, greedy

[LiuRunkY's solution](#)

465.

1186D

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

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LiuRunkY's solution](#)

466.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[LiuRunkY's solution](#)

467.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: data structures, implementation

[LiuRunkY's solution](#)

468.

1106D

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

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[LiuRunkY's solution](#)

469.

1105C

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

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[LiuRunkY's solution](#)

470.

1080C

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

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: implementation

[LiuRunkY's solution](#)

471.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[LiuRunkY's solution](#)

472.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-03 · GNU C++ (first AC) · Tags: brute force, implementation, math, sortings

[LiuRunkY's solution](#)

473.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,659 global accepts · Rating: 1500 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

474.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

475.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: implementation, math

[LiuRunkY's solution](#)

476.

273A

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

Rating: 1500 · first AC: 2017-03-25 · last AC: 2017-03-25 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

477.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: data structures, dp, implementation

[LiuRunkY's solution](#)

478.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, math
[LiuRunkY's solution](#)

479.

761C

[Dasha and Password](#) · [Tutorial](#)

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: brute force, dp, implementation
[LiuRunkY's solution](#)

480.

707C

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

Quality: 13,482 global accepts · Rating: 1500 · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: math, number theory
[LiuRunkY's solution](#)

481.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: binary search, implementation, two pointers
[LiuRunkY's solution](#)

482.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, implementation, math
[LiuRunkY's solution](#)

483.

504A

[Misha and Forest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[LiuRunkY's solution](#)

484.

415C

[Mashmikh and Numbers](#) · [Tutorial](#)

Rating: 1500 · first AC: 2014-04-06 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, number theory
[LiuRunkY's solution](#)

485.

384B

[Multitasking](#) · [Tutorial](#)

Quality: 3,804 global accepts · Rating: 1500 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: greedy, implementation, sortings, two pointers
[LiuRunkY's solution](#)

486.

88B

[Keyboard](#) · [Tutorial](#)

Quality: 5,259 global accepts · Rating: 1500 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

487.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,783 global accepts · Rating: 1500 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: dfs and similar, graphs
[LiuRunkY's solution](#)

488.

166E

[Tetrahedron](#) · [Tutorial](#)

Quality: 25,628 global accepts · Rating: 1500 · first AC: 2013-12-20 · last AC: 2013-12-28 · GNU C++ (first AC) · Tags: dp, math, matrices
[LiuRunkY's solution](#)

489.

356A

[Knight Tournament](#) · [Tutorial](#)

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-12-18 · last AC: 2013-12-20 · GNU C++ (first AC) · Tags: data structures, dsu
[LiuRunkY's solution](#)

490.

358B

[Dima and Text Messages](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1500 · first AC: 2013-11-19 · GNU C++ (first AC) · Tags: brute force, strings
[LiuRunkY's solution](#)

491.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2013-11-03 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings
[LiuRunkY's solution](#)

492.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2013-08-31 · GNU C++ (first AC) · Tags: dfs and similar
[LiuRunkY's solution](#)

493.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2013-08-22 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs
[LiuRunkY's solution](#)

494.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2013-08-03 · GNU C++ (first AC) · Tags: greedy, implementation, strings
[LiuRunkY's solution](#)

495.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: hashing, implementation
[LiuRunkY's solution](#)

496.

328B

[Sheldon and Ice Pieces](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 1500 · first AC: 2013-07-21 · GNU C++ (first AC) · Tags: greedy
[LiuRunkY's solution](#)

497.

24B

[F1 Champions](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 1500 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

498.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,965 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, combinatorics, dp
[LiuRunkY's solution](#)

499.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures
[LiuRunkY's solution](#)

500.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1600 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[LiuRunkY's solution](#)

501.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[LiuRunkY's solution](#)

502.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LiuRunkY's solution](#)

503.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[LiuRunkY's solution](#)

504.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,981 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[LiuRunkY's solution](#)

505.

1519D

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

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[LiuRunkY's solution](#)

506.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[LiuRunkY's solution](#)

507.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[LiuRunkY's solution](#)

508.

1334C

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

Quality: 17,925 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LiuRunkY's solution](#)

509.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[LiuRunkY's solution](#)

510.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: combinatorics, math

[LiuRunkY's solution](#)

511.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[LiuRunkY's solution](#)

512.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[LiuRunkY's solution](#)

513.

1295C

[Obtain The String](#) · [Tutorial](#)

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[LiuRunkY's solution](#)

514.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LiuRunkY's solution](#)

515.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

516.

1188A1

[Add on a Tree](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

517.

153A

[A + B](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 1600 · first AC: 2018-10-28 · Cobol (first AC) · Tags: *special

[LiuRunkY's solution](#)

518.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,292 global accepts · Rating: 1600 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: greedy

[LiuRunkY's solution](#)

519.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2018-08-29 · GNU C++ (first AC) · Tags: geometry, implementation, sortings

[LiuRunkY's solution](#)

520.

138A

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

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2018-07-16 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

521.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2018-06-13 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LiuRunkY's solution](#)

522.

377A

[Maze](#) · [Tutorial](#)

Quality: 27,062 global accepts · Rating: 1600 · first AC: 2013-12-30 · last AC: 2018-06-13 · GNU C++ (first AC) · Tags: dfs and similar

[LiuRunkY's solution](#)

523.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1600 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: binary search, number theory, two pointers

[LiuRunkY's solution](#)

524.

7B

[Memory Manager](#) · [Tutorial](#)

Quality: 2,957 global accepts · Rating: 1600 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

525.

987D

[Fair](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: graphs, shortest paths

[LiuRunkY's solution](#)

526.

23B

[Party](#) · [Tutorial](#)

Quality: 3,863 global accepts · Rating: 1600 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: constructive algorithms, graphs, math

[LiuRunkY's solution](#)

527.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[LiuRunkY's solution](#)

528.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: games, math, number theory

[LiuRunkY's solution](#)

529.

348A

[Mafia](#) · [Tutorial](#)

Quality: 14,684 global accepts · Rating: 1600 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: binary search, math, sortings

[LiuRunkY's solution](#)

530.

240A

[Cinema](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

531.

764C

[Timofey and a tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-02-02 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[LiuRunkY's solution](#)

532.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: data structures, dsu
[LiuRunkY's solution](#)

533.

716C

[Plus and Square Root](#) · [Tutorial](#)

Rating: 1600 · first AC: 2016-09-17 · GNU C++ (first AC) · Tags: constructive algorithms, math, number theory
[LiuRunkY's solution](#)

534.

512A

[Fox And Names](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-02-04 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings
[LiuRunkY's solution](#)

535.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings
[LiuRunkY's solution](#)

536.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation, math
[LiuRunkY's solution](#)

537.

316B2

[EKG](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1600 · first AC: 2014-09-09 · GNU C++ (first AC) · Tags: dfs and similar, dp
[LiuRunkY's solution](#)

538.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-06-04 · GNU C++ (first AC) · Tags: greedy, implementation
[LiuRunkY's solution](#)

539.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-05-30 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

540.

424C

[Magic Formulas](#) · [Tutorial](#)

Quality: 5,952 global accepts · Rating: 1600 · first AC: 2014-05-01 · GNU C++ (first AC) · Tags: math
[LiuRunkY's solution](#)

541.

411B

[Multi-core Processor](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 1600 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

542.

253C

[Text Editor](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 1600 · first AC: 2013-08-22 · last AC: 2014-01-25 · GNU C++ (first AC) · Tags: data structures, dfs and

similar, graphs, greedy, shortest paths

[LiuRunkY's solution](#)

543.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2013-08-14 · last AC: 2014-01-22 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

544.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2014-01-19 · GNU C++ (first AC) · Tags: binary search, brute force

[LiuRunkY's solution](#)

545.

378C

[Maze](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-30 · GNU C++ (first AC) · Tags: dfs and similar

[LiuRunkY's solution](#)

546.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,344 global accepts · Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

547.

373C

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-28 · GNU C++ (first AC) · Tags: greedy, sortings, two pointers

[LiuRunkY's solution](#)

548.

376C

[Divisible by Seven](#) · [Tutorial](#)

Rating: 1600 · first AC: 2013-12-24 · GNU C++ (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

549.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2013-12-21 · GNU C++ (first AC) · Tags: bitmasks

[LiuRunkY's solution](#)

550.

373B

[Making Sequences is Fun](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 1600 · first AC: 2013-12-13 · last AC: 2013-12-20 · GNU C++ (first AC) · Tags: binary search, implementation, math

[LiuRunkY's solution](#)

551.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,597 global accepts · Rating: 1600 · first AC: 2013-12-13 · GNU C++ (first AC) · Tags: binary search, greedy, sortings, two pointers

[LiuRunkY's solution](#)

552.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,518 global accepts · Rating: 1600 · first AC: 2013-12-08 · GNU C++ (first AC) · Tags: binary search, brute force

[LiuRunkY's solution](#)

553.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2013-12-05 · last AC: 2013-12-05 · GNU C++ (first AC) · Tags: dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

554.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2013-12-01 · last AC: 2013-12-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[LiuRunkY's solution](#)

555.

333A

[Secrets](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1600 · first AC: 2013-08-30 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

556.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2013-08-21 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[LiuRunkY's solution](#)

557.

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,709 global accepts · Rating: 1600 · first AC: 2013-08-15 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

558.

234E

[Champions' League](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: 1600 · first AC: 2013-08-08 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

559.

305A

[Strange Addition](#) · [Tutorial](#)

Quality: 5,223 global accepts · Rating: 1600 · first AC: 2013-07-26 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation

[LiuRunkY's solution](#)

560.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1600 · first AC: 2013-07-04 · GNU C++ (first AC) · Tags: combinatorics, math

[LiuRunkY's solution](#)

561.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[LiuRunkY's solution](#)

562.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[LiuRunkY's solution](#)

563.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[LiuRunkY's solution](#)

564.

1693B

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

Quality: 9,583 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LiuRunkY's solution](#)

565.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,756 global accepts · Rating: 1700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[LiuRunkY's solution](#)

566.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[LiuRunkY's solution](#)

567.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[LiuRunkY's solution](#)

568.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[LiuRunkY's solution](#)

569.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[LiuRunkY's solution](#)

570.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy

[LiuRunkY's solution](#)

571.

1320B

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

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

[LiuRunkY's solution](#)

572.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, strings

[LiuRunkY's solution](#)

573.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms,

geometry, greedy, implementation

[LiuRunkY's solution](#)

574.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2019-11-27 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[LiuRunkY's solution](#)

575.

1254A

[Feeding Chicken](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

576.

1257D

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

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[LiuRunkY's solution](#)

577.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy

[LiuRunkY's solution](#)

578.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force

[LiuRunkY's solution](#)

579.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[LiuRunkY's solution](#)

580.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: bitmasks, dp

[LiuRunkY's solution](#)

581.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[LiuRunkY's solution](#)

582.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[LiuRunkY's solution](#)

583.

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: data structures, implementation, sortings

[LiuRunkY's solution](#)

584.

718A

[Efim and Strange Grade](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1700 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: dp, implementation, math

[LiuRunkY's solution](#)

585.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[LiuRunkY's solution](#)

586.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2017-03-12 · GNU C++ (first AC) · Tags: binary search, greedy, implementation

[LiuRunkY's solution](#)

587.

126B

[Password](#) · [Tutorial](#)

Quality: 24,774 global accepts · Rating: 1700 · first AC: 2017-03-10 · GNU C++ (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[LiuRunkY's solution](#)

588.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,832 global accepts · Rating: 1700 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: binary search, greedy, strings

[LiuRunkY's solution](#)

589.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[LiuRunkY's solution](#)

590.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: binary search, constructive algorithms, implementation, math

[LiuRunkY's solution](#)

591.

449A

[Jzzhu and Chocolate](#) · [Tutorial](#)

Quality: 4,126 global accepts · Rating: 1700 · first AC: 2014-08-02 · last AC: 2016-10-06 · GNU C++ (first AC) · Tags: greedy, math

[LiuRunkY's solution](#)

592.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2016-03-12 · last AC: 2016-08-27 · GNU C++ (first AC) · Tags: dp, matrices

[LiuRunkY's solution](#)

593.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2016-08-26 · GNU C++ (first AC) · Tags: dp

[LiuRunkY's solution](#)

594.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2015-08-05 · GNU C++ (first AC) · Tags: binary search, data structures, dp
[LiuRunkY's solution](#)

595.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2014-10-01 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, math
[LiuRunkY's solution](#)

596.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,587 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math
[LiuRunkY's solution](#)

597.

450C

[Jzzhu and Chocolate](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: greedy, implementation
[LiuRunkY's solution](#)

598.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2014-05-06 · GNU C++ (first AC) · Tags: dfs and similar, graphs, two pointers
[LiuRunkY's solution](#)

599.

411C

[Kicker](#) · [Tutorial](#)

Quality: 1,293 global accepts · Rating: 1700 · first AC: 2014-04-15 · GNU C++ (first AC) · Tags: *special, implementation
[LiuRunkY's solution](#)

600.

387C

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

Quality: 2,287 global accepts · Rating: 1700 · first AC: 2014-01-31 · GNU C++ (first AC) · Tags: greedy, implementation
[LiuRunkY's solution](#)

601.

385C

[Bear and Prime Numbers](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1700 · first AC: 2014-01-30 · last AC: 2014-01-30 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, dp, implementation, math, number theory
[LiuRunkY's solution](#)

602.

194C

[Cutting Figure](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-01-25 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation, matrices, strings
[LiuRunkY's solution](#)

603.

382C

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

Quality: 8,733 global accepts · Rating: 1700 · first AC: 2014-01-18 · GNU C++ (first AC) · Tags: implementation, sortings
[LiuRunkY's solution](#)

604.

216B

[Forming Teams](#) · [Tutorial](#)

Quality: 7,030 global accepts · Rating: 1700 · first AC: 2013-12-01 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[LiuRunkY's solution](#)

605.

287B

[Pipeline](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2013-11-23 · GNU C++ (first AC) · Tags: binary search, math

[LiuRunkY's solution](#)

606.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2013-11-01 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

607.

349B

[Color the Fence](#) · [Tutorial](#)

Quality: 15,119 global accepts · Rating: 1700 · first AC: 2013-09-29 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation

[LiuRunkY's solution](#)

608.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2013-08-26 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[LiuRunkY's solution](#)

609.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2013-07-31 · GNU C++ (first AC) · Tags: implementation

[LiuRunkY's solution](#)

610.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,245 global accepts · Rating: 1800 · first AC: 2024-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[LiuRunkY's solution](#)

611.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[LiuRunkY's solution](#)

612.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[LiuRunkY's solution](#)

613.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[LiuRunkY's solution](#)

614.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1800 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[LiuRunkY's solution](#)

615.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[LiuRunkY's solution](#)

616.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[LiuRunkY's solution](#)

617.

1552C

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

Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[LiuRunkY's solution](#)

618.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[LiuRunkY's solution](#)

619.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[LiuRunkY's solution](#)

620.

1491D

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

Quality: 8,288 global accepts · Rating: 1800 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[LiuRunkY's solution](#)

621.

1466E

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

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[LiuRunkY's solution](#)

622.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[LiuRunkY's solution](#)

623.

1442A

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

Quality: 9,722 global accepts · Rating: 1800 · first AC: 2020-11-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[LiuRunkY's solution](#)

624.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[LiuRunkY's solution](#)

625.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[LiuRunkY's solution](#)

626.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: geometry

[LiuRunkY's solution](#)

627.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

628.

1254B1

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

Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[LiuRunkY's solution](#)

629.

1207D

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

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics

[LiuRunkY's solution](#)

630.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[LiuRunkY's solution](#)

631.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[LiuRunkY's solution](#)

632.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[LiuRunkY's solution](#)

633.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2018-10-25 · GNU C++11 (first AC) · Tags: binary search, two pointers

[LiuRunkY's solution](#)

634.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1800 · first AC: 2018-10-17 · GNU C++11 (first AC) · Tags: number theory

[LiuRunkY's solution](#)

635.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[LiuRunkY's solution](#)

636.

1053A

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

Rating: 1800 · first AC: 2018-09-28 · GNU C++11 (first AC) · Tags: geometry

[LiuRunkY's solution](#)

637.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, two pointers

[LiuRunkY's solution](#)

638.

1016D

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

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2018-08-05 · GNU C++ (first AC) · Tags: constructive algorithms, flows, math

[LiuRunkY's solution](#)

639.

1016C

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

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

[LiuRunkY's solution](#)

640.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-28 · GNU C++ (first AC) · Tags: number theory

[LiuRunkY's solution](#)

641.

989C

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

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

[LiuRunkY's solution](#)

642.

66C

[Petya and File System](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 1800 · first AC: 2018-06-11 · GNU C++ (first AC) · Tags: data structures, implementation

[LiuRunkY's solution](#)

643.

987E

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

Rating: 1800 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

644.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-06-03 · GNU C++ (first AC) · Tags: data structures, greedy

[LiuRunkY's solution](#)

645.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,278 global accepts · Rating: 1800 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: string suffix structures, strings

[LiuRunkY's solution](#)

646.

336C

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

Quality: 2,658 global accepts · Rating: 1800 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: brute force, greedy, implementation, number theory

[LiuRunkY's solution](#)

647.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[LiuRunkY's solution](#)

648.

543A

[Writing Code](#) · [Tutorial](#)

Quality: 8,838 global accepts · Rating: 1800 · first AC: 2016-10-12 · GNU C++ (first AC) · Tags: dp

[LiuRunkY's solution](#)

649.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++ (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[LiuRunkY's solution](#)

650.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: dp, graphs

[LiuRunkY's solution](#)

651.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2016-08-01 · last AC: 2016-08-01 · GNU C++ (first AC) · Tags: math, number theory

[LiuRunkY's solution](#)

652.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 1800 · first AC: 2013-07-07 · last AC: 2016-08-01 · GNU C++ (first AC) · Tags: brute force, games, implementation

[LiuRunkY's solution](#)

653.

700B

[Connecting Universities](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, trees

[LiuRunkY's solution](#)

654.

448D

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

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: binary search, brute force

[LiuRunkY's solution](#)

655.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2013-12-12 · GNU C++ (first AC) · Tags: data structures, dsu, implementation, trees

[LiuRunkY's solution](#)

656.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2013-12-07 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[LiuRunkY's solution](#)

657.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2013-11-18 · GNU C++ (first AC) · Tags: binary search, greedy
[LiuRunkY's solution](#)

658.

255D

[Mr. Bender and Square](#) · [Tutorial](#)

Quality: 2,207 global accepts · Rating: 1800 · first AC: 2013-08-21 · last AC: 2013-08-23 · GNU C++ (first AC) · Tags: binary search, implementation, math
[LiuRunkY's solution](#)

659.

328A

[IQ Test](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2013-07-19 · GNU C++ (first AC) · Tags: implementation
[LiuRunkY's solution](#)

660.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,241 global accepts · Rating: 1900 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers
[LiuRunkY's solution](#)

661.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[LiuRunkY's solution](#)

662.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities
[LiuRunkY's solution](#)

663.

1591D

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

Rating: 1900 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings
[LiuRunkY's solution](#)

664.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
[LiuRunkY's solution](#)

665.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[LiuRunkY's solution](#)

666.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,143 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings
[LiuRunkY's solution](#)

667.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[LiuRunkY's solution](#)

668.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[LiuRunkY's solution](#)

669.

1294E

[Obtain a Permutation](#) · [Tutorial](#)

Quality: 5,179 global accepts · Rating: 1900 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[LiuRunkY's solution](#)

670.

1237C2

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

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[LiuRunkY's solution](#)

671.

1214D

[Treasure Island](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

672.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[LiuRunkY's solution](#)

673.

1105D

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

Quality: 4,423 global accepts · Rating: 1900 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[LiuRunkY's solution](#)

674.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: data structures, trees

[LiuRunkY's solution](#)

675.

1000D

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

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: combinatorics, dp

[LiuRunkY's solution](#)

676.

999D

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

Quality: 4,898 global accepts · Rating: 1900 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[LiuRunkY's solution](#)

677.

724D

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

Quality: 2,460 global accepts · Rating: 1900 · first AC: 2018-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy, strings
[LiuRunkY's solution](#)

678.

1063C

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

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2018-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, geometry, interactive
[LiuRunkY's solution](#)

679.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,912 global accepts · Rating: 1900 · first AC: 2013-11-18 · last AC: 2018-06-12 · GNU C++ (first AC) · Tags: graphs, shortest paths
[LiuRunkY's solution](#)

680.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-06-10 · GNU C++ (first AC) · Tags: bitmasks, dp, greedy
[LiuRunkY's solution](#)

681.

224E

[Partial Sums](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: combinatorics, math, number theory
[LiuRunkY's solution](#)

682.

378D

[Preparing for the Contest](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings
[LiuRunkY's solution](#)

683.

322D

[Ciel and Duel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dp, flows, greedy, two pointers
[LiuRunkY's solution](#)

684.

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,884 global accepts · Rating: 1900 · first AC: 2017-04-02 · last AC: 2017-04-02 · GNU C++ (first AC) · Tags: data structures
[LiuRunkY's solution](#)

685.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1900 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees
[LiuRunkY's solution](#)

686.

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-11-14 · GNU C++ (first AC) · Tags: binary search, brute force, dp, two pointers
[LiuRunkY's solution](#)

687.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1900 · first AC: 2016-10-02 · GNU C++ (first AC) · Tags: dp
[LiuRunkY's solution](#)

688.

722D

[Generating Sets](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[LiuRunkY's solution](#)

689.

19B

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

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2014-10-24 · last AC: 2016-08-25 · GNU C++ (first AC) · Tags: dp

[LiuRunkY's solution](#)

690.

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

691.

700A

[As Fast As Possible](#) · [Tutorial](#)

Quality: 3,351 global accepts · Rating: 1900 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: binary search, math

[LiuRunkY's solution](#)

692.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,861 global accepts · Rating: 1900 · first AC: 2016-04-30 · GNU C++ (first AC) · Tags: combinatorics, data structures, dp, two pointers

[LiuRunkY's solution](#)

693.

512B

[Fox And Jumping](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-02-04 · GNU C++ (first AC) · Tags: data structures, dp, math, number theory, shortest paths

[LiuRunkY's solution](#)

694.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2014-12-30 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[LiuRunkY's solution](#)

695.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2014-08-13 · GNU C++ (first AC) · Tags: data structures, dp, implementation, math

[LiuRunkY's solution](#)

696.

388B

[Fox and Minimal path](#) · [Tutorial](#)

Quality: 2,603 global accepts · Rating: 1900 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math

[LiuRunkY's solution](#)

697.

327D

[Block Tower](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 1900 · first AC: 2013-12-11 · last AC: 2013-12-11 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LiuRunkY's solution](#)

698.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2013-08-14 · last AC: 2013-12-05 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu

[LiuRunkY's solution](#)

699.

21A

[Jabber ID](#) · [Tutorial](#)

Quality: 2,271 global accepts · Rating: 1900 · first AC: 2013-08-02 · GNU C++ (first AC) · Tags: implementation, strings

[LiuRunkY's solution](#)

700.

2063D

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

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

[LiuRunkY's solution](#)

701.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[LiuRunkY's solution](#)

702.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 2000 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[LiuRunkY's solution](#)

703.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, strings

[LiuRunkY's solution](#)

704.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[LiuRunkY's solution](#)

705.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LiuRunkY's solution](#)

706.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive

[LiuRunkY's solution](#)

707.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[LiuRunkY's solution](#)

708.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 9-64) (first AC) · Tags: dp

[LiuRunkY's solution](#)

709.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[LiuRunkY's solution](#)

710.

1320C

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

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

[LiuRunkY's solution](#)

711.

1294F

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

Quality: 6,865 global accepts · Rating: 2000 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[LiuRunkY's solution](#)

712.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[LiuRunkY's solution](#)

713.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-14 · GNU C++11 (first AC) · Tags: data structures

[LiuRunkY's solution](#)

714.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 2000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[LiuRunkY's solution](#)

715.

1237D

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

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[LiuRunkY's solution](#)

716.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[LiuRunkY's solution](#)

717.

571B

[Minimization](#) · [Tutorial](#)

Quality: 2,824 global accepts · Rating: 2000 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[LiuRunkY's solution](#)

718.

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: dp, strings

[LiuRunkY's solution](#)

719.

487B

[Strip](#) · [Tutorial](#)

Quality: 4,213 global accepts · Rating: 2000 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, two pointers

[LiuRunkY's solution](#)

720.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2000 · first AC: 2019-02-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[LiuRunkY's solution](#)

721.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-01-23 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[LiuRunkY's solution](#)

722.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2019-01-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[LiuRunkY's solution](#)

723.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LiuRunkY's solution](#)

724.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-10-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[LiuRunkY's solution](#)

725.

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-29 · GNU C++ (first AC) · Tags: dfs and similar, graphs, implementation, trees

[LiuRunkY's solution](#)

726.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2018-06-26 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[LiuRunkY's solution](#)

727.

787C

[Berzerk](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-23 · GNU C++ (first AC) · Tags: dp, games

[LiuRunkY's solution](#)

728.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-01-31 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LiuRunkY's solution](#)

729.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-01-19 · GNU C++ (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[LiuRunkY's solution](#)

730.

755D

[PolandBall and Polygon](#) · [Tutorial](#)

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-01-18 · GNU C++ (first AC) · Tags: data structures

[LiuRunkY's solution](#)

731.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-08 · last AC: 2017-01-04 · GNU C++ (first AC) · Tags: graphs, shortest paths

[LiuRunkY's solution](#)

732.

292C

[Beautiful IP Addresses](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2000 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: brute force

[LiuRunkY's solution](#)

733.

721D

[Maxim and Array](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 2000 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, greedy, math

[LiuRunkY's solution](#)

734.

492E

[Vanya and Field](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 2000 · first AC: 2016-08-01 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

735.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: brute force, data structures, hashing, strings

[LiuRunkY's solution](#)

736.

446B

[DZY Loves Modification](#) · [Tutorial](#)

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: brute force, data structures, greedy

[LiuRunkY's solution](#)

737.

31D

[Chocolate](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 2000 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: dfs and similar, implementation

[LiuRunkY's solution](#)

738.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,246 global accepts · Rating: 2000 · first AC: 2016-07-22 · GNU C++ (first AC) · Tags: dp, matrices

[LiuRunkY's solution](#)

739.

504B

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

Rating: 2000 · first AC: 2015-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, math

[LiuRunkY's solution](#)

740.

451D

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

Quality: 5,064 global accepts · Rating: 2000 · first AC: 2014-07-25 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

741.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 2000 · first AC: 2014-07-20 · GNU C++ (first AC) · Tags: graphs, greedy, shortest paths

[LiuRunkY's solution](#)

742.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2014-05-06 · last AC: 2014-05-06 · GNU C++ (first AC) · Tags: greedy, implementation, math, ternary search

[LiuRunkY's solution](#)

743.

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2014-02-06 · GNU C++ (first AC) · Tags: games, greedy, sortings

[LiuRunkY's solution](#)

744.

382B

[Number Busters](#) · [Tutorial](#)

Quality: 1,505 global accepts · Rating: 2000 · first AC: 2014-01-17 · GNU C++ (first AC) · Tags: binary search, math

[LiuRunkY's solution](#)

745.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 2000 · first AC: 2013-08-23 · GNU C++ (first AC) · Tags: math

[LiuRunkY's solution](#)

746.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[LiuRunkY's solution](#)

747.

2046C

[Adventurers](#) · [Tutorial](#)

Quality: 2,346 global accepts · Rating: 2100 · first AC: 2024-12-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search, two pointers

[LiuRunkY's solution](#)

748.

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[LiuRunkY's solution](#)

749.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[LiuRunkY's solution](#)

750.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,253 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[LiuRunkY's solution](#)

751.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[LiuRunkY's solution](#)

752.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[LiuRunkY's solution](#)

753.

1300E

[Water Balance](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-02-09 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[LiuRunkY's solution](#)

754.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-11-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[LiuRunkY's solution](#)

755.

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[LiuRunkY's solution](#)

756.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[LiuRunkY's solution](#)

757.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,286 global accepts · Rating: 2100 · first AC: 2019-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LiuRunkY's solution](#)

758.

546E

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

Quality: 4,314 global accepts · Rating: 2100 · first AC: 2019-06-27 · GNU C++11 (first AC) · Tags: flows, graphs, math

[LiuRunkY's solution](#)

759.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[LiuRunkY's solution](#)

760.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[LiuRunkY's solution](#)

761.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2019-06-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[LiuRunkY's solution](#)

762.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, greedy

[LiuRunkY's solution](#)

763.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: data structures, implementation

[LiuRunkY's solution](#)

764.

1028D

[Order book](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: combinatorics, data structures, greedy

[LiuRunkY's solution](#)

765.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2018-10-16 · GNU C++11 (first AC) · Tags: dp

[LiuRunkY's solution](#)

766.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-26 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[LiuRunkY's solution](#)

767.

609E

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

Quality: 10,274 global accepts · Rating: 2100 · first AC: 2018-06-27 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[LiuRunkY's solution](#)

768.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 2100 · first AC: 2017-01-01 · last AC: 2018-06-10 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, trees

[LiuRunkY's solution](#)

769.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-06-10 · GNU C++ (first AC) · Tags: dp, trees

[LiuRunkY's solution](#)

770.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2017-04-15 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[LiuRunkY's solution](#)

771.

228D

[Zigzag](#) · [Tutorial](#)

Quality: 438 global accepts · Rating: 2100 · first AC: 2017-03-25 · last AC: 2017-03-25 · GNU C++ (first AC) · Tags: data structures

[LiuRunkY's solution](#)

772.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings

[LiuRunkY's solution](#)

773.

306C

[White, Black and White Again](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 2100 · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: combinatorics, number theory

[LiuRunkY's solution](#)

774.

703C

[Chris and Road](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 2100 · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: geometry, implementation

[LiuRunkY's solution](#)

775.

111C

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

Quality: 1,583 global accepts · Rating: 2100 · first AC: 2016-08-03 · last AC: 2016-08-04 · GNU C++ (first AC) · Tags: bitmasks, dp, dsu

[LiuRunkY's solution](#)

776.

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,109 global accepts · Rating: 2100 · first AC: 2016-08-02 · GNU C++ (first AC) · Tags: data structures, graphs

[LiuRunkY's solution](#)

777.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2016-07-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[LiuRunkY's solution](#)

778.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[LiuRunkY's solution](#)

779.

1607H

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

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[LiuRunkY's solution](#)

780.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer,

math

[LiuRunkY's solution](#)

781.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[LiuRunkY's solution](#)

782.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[LiuRunkY's solution](#)

783.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[LiuRunkY's solution](#)

784.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: dp, strings

[LiuRunkY's solution](#)

785.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2019-06-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[LiuRunkY's solution](#)

786.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2019-05-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[LiuRunkY's solution](#)

787.

1150D

[Three Religions](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: dp, strings

[LiuRunkY's solution](#)

788.

1149B

[Three Religions](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2200 · first AC: 2019-04-30 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[LiuRunkY's solution](#)

789.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings

[LiuRunkY's solution](#)

790.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · GNU C++11 (first AC) · Tags: dp

[LiuRunkY's solution](#)

791.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2019-01-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[LiuRunkY's solution](#)

792.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2018-10-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, shortest paths
[LiuRunkY's solution](#)

793.

1059D

[Nature Reserve](#) · [Tutorial](#)

Quality: 2,999 global accepts · Rating: 2200 · first AC: 2018-10-06 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[LiuRunkY's solution](#)

794.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2017-04-01 · GNU C++ (first AC) · Tags: dp, string suffix structures, strings
[LiuRunkY's solution](#)

795.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: data structures
[LiuRunkY's solution](#)

796.

651E

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

Rating: 2200 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: dsu, graphs, greedy
[LiuRunkY's solution](#)

797.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2017-01-23 · last AC: 2017-01-23 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers
[LiuRunkY's solution](#)

798.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2016-12-24 · GNU C++ (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[LiuRunkY's solution](#)

799.

575B

[Bribes](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2200 · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees
[LiuRunkY's solution](#)

800.

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2016-10-01 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation
[LiuRunkY's solution](#)

801.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: dfs and similar, graphs, shortest paths

[LiuRunkY's solution](#)

802.

274D

[Lovely Matrix](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2200 · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, sortings

[LiuRunkY's solution](#)

803.

253E

[Printer](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2200 · first AC: 2016-07-24 · last AC: 2016-07-24 · GNU C++ (first AC) · Tags: binary search, data structures, implementation, sortings

[LiuRunkY's solution](#)

804.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[LiuRunkY's solution](#)

805.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[LiuRunkY's solution](#)

806.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[LiuRunkY's solution](#)

807.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[LiuRunkY's solution](#)

808.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2019-03-12 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[LiuRunkY's solution](#)

809.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[LiuRunkY's solution](#)

810.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[LiuRunkY's solution](#)

811.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[LiuRunkY's solution](#)

812.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, math

[LiuRunkY's solution](#)

813.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2019-02-10 · last AC: 2019-03-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[LiuRunkY's solution](#)

814.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2018-10-31 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[LiuRunkY's solution](#)

815.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2018-10-30 · GNU C++11 (first AC) · Tags: flows

[LiuRunkY's solution](#)

816.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2018-10-12 · GNU C++11 (first AC) · Tags: combinatorics, strings

[LiuRunkY's solution](#)

817.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · last AC: 2018-09-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[LiuRunkY's solution](#)

818.

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2300 · first AC: 2017-05-28 · GNU C++ (first AC) · Tags: dfs and similar, strings, trees

[LiuRunkY's solution](#)

819.

512C

[Fox And Dinner](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-05-11 · GNU C++ (first AC) · Tags: flows, graph matchings

[LiuRunkY's solution](#)

820.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2017-04-19 · GNU C++ (first AC) · Tags: data structures, dp, dsu

[LiuRunkY's solution](#)

821.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-04-03 · last AC: 2017-04-03 · GNU C++ (first AC) · Tags: data structures, graphs, shortest paths

[LiuRunkY's solution](#)

822.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2300 · first AC: 2017-02-25 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[LiuRunkY's solution](#)

823.

716D

[Complete The Graph](#) · [Tutorial](#)

Rating: 2300 · first AC: 2016-09-21 · GNU C++ (first AC) · Tags: graphs, shortest paths

[LiuRunkY's solution](#)

824.

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2016-07-23 · last AC: 2016-07-23 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[LiuRunkY's solution](#)

825.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2013-12-24 · last AC: 2014-03-07 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[LiuRunkY's solution](#)

826.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[LiuRunkY's solution](#)

827.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[LiuRunkY's solution](#)

828.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[LiuRunkY's solution](#)

829.

1626E

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[LiuRunkY's solution](#)

830.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[LiuRunkY's solution](#)

831.

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[LiuRunkY's solution](#)

832.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[LiuRunkY's solution](#)

833.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[LiuRunkY's solution](#)

834.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[LiuRunkY's solution](#)

835.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[LiuRunkY's solution](#)

836.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[LiuRunkY's solution](#)

837.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[LiuRunkY's solution](#)

838.

1408E

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

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-06 · last AC: 2020-10-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[LiuRunkY's solution](#)

839.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[LiuRunkY's solution](#)

840.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: dp, math

[LiuRunkY's solution](#)

841.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2019-03-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[LiuRunkY's solution](#)

842.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: 2400 · first AC: 2019-02-21 · last AC: 2019-02-21 · GNU C++11 (first AC) · Tags: data structures, dp
[LiuRunkY's solution](#)

843.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-27 · GNU C++11 (first AC) · Tags: dp
[LiuRunkY's solution](#)

844.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu
[LiuRunkY's solution](#)

845.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2018-11-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, trees
[LiuRunkY's solution](#)

846.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2018-09-20 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees
[LiuRunkY's solution](#)

847.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2018-09-18 · GNU C++11 (first AC) · Tags: binary search, geometry
[LiuRunkY's solution](#)

848.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2017-04-02 · GNU C++ (first AC) · Tags: brute force, dfs and similar, dsu, graphs
[LiuRunkY's solution](#)

849.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[LiuRunkY's solution](#)

850.

200A

[Cinema](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2017-01-24 · GNU C++ (first AC) · Tags: brute force, data structures
[LiuRunkY's solution](#)

851.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2016-02-04 · last AC: 2017-01-21 · GNU C++ (first AC) · Tags: constructive algorithms
[LiuRunkY's solution](#)

852.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2016-08-27 · GNU C++ (first AC) · Tags: dp, implementation

[LiuRunkY's solution](#)

853.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,158 global accepts · Rating: 2500 · first AC: 2023-03-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[LiuRunkY's solution](#)

854.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[LiuRunkY's solution](#)

855.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-06-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

856.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[LiuRunkY's solution](#)

857.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[LiuRunkY's solution](#)

858.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[LiuRunkY's solution](#)

859.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[LiuRunkY's solution](#)

860.

1521D

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[LiuRunkY's solution](#)

861.

1516E

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

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[LiuRunkY's solution](#)

862.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[LiuRunkY's solution](#)

863.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[LiuRunkY's solution](#)

864.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[LiuRunkY's solution](#)

865.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[LiuRunkY's solution](#)

866.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs

[LiuRunkY's solution](#)

867.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

868.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[LiuRunkY's solution](#)

869.

1085F

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

Quality: 710 global accepts · Rating: 2500 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

870.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

871.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LiuRunkY's solution](#)

872.

1398F

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

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[LiuRunkY's solution](#)

873.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[LiuRunkY's solution](#)

874.

1438E

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

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[LiuRunkY's solution](#)

875.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[LiuRunkY's solution](#)

876.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

877.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[LiuRunkY's solution](#)

878.

835F

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

Quality: 1,240 global accepts · Rating: 2500 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[LiuRunkY's solution](#)

879.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[LiuRunkY's solution](#)

880.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[LiuRunkY's solution](#)

881.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[LiuRunkY's solution](#)

882.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[LiuRunkY's solution](#)

883.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[LiuRunkY's solution](#)

884.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[LiuRunkY's solution](#)

885.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[LiuRunkY's solution](#)

886.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[LiuRunkY's solution](#)

887.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[LiuRunkY's solution](#)

888.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LiuRunkY's solution](#)

889.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy, math

[LiuRunkY's solution](#)

890.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[LiuRunkY's solution](#)

891.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[LiuRunkY's solution](#)

892.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[LiuRunkY's solution](#)

893.

1354F

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

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[LiuRunkY's solution](#)

894.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[LiuRunkY's solution](#)

895.

1467E

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

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[LiuRunkY's solution](#)

896.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[LiuRunkY's solution](#)

897.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[LiuRunkY's solution](#)

898.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[LiuRunkY's solution](#)

899.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-12-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[LiuRunkY's solution](#)

900.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[LiuRunkY's solution](#)

901.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, dsu, graphs

[LiuRunkY's solution](#)

902.

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[LiuRunkY's solution](#)

903.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2020-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[LiuRunkY's solution](#)

904.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures

[LiuRunkY's solution](#)

905.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[LiuRunkY's solution](#)

906.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[LiuRunkY's solution](#)

907.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[LiuRunkY's solution](#)

908.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[LiuRunkY's solution](#)

909.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: combinatorics, graphs

[LiuRunkY's solution](#)

910.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[LiuRunkY's solution](#)

911.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2019-09-13 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[LiuRunkY's solution](#)

912.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[LiuRunkY's solution](#)

913.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2018-10-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[LiuRunkY's solution](#)

914.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2018-08-26 · GNU C++ (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[LiuRunkY's solution](#)

915.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[LiuRunkY's solution](#)

916.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[LiuRunkY's solution](#)

917.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[LiuRunkY's solution](#)

918.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[LiuRunkY's solution](#)

919.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[LiuRunkY's solution](#)

920.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[LiuRunkY's solution](#)

921.

875E

[Delivery Club](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[LiuRunkY's solution](#)

922.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2021-03-18 · last AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[LiuRunkY's solution](#)

923.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp,

graphs, greedy, trees

[LiuRunkY's solution](#)

924.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[LiuRunkY's solution](#)

925.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[LiuRunkY's solution](#)

926.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[LiuRunkY's solution](#)

927.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-02-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[LiuRunkY's solution](#)

928.

1363F

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

Quality: 1,739 global accepts · Rating: 2600 · first AC: 2021-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[LiuRunkY's solution](#)

929.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[LiuRunkY's solution](#)

930.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[LiuRunkY's solution](#)

931.

1051E

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

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[LiuRunkY's solution](#)

932.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[LiuRunkY's solution](#)

933.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2021-02-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math

[LiuRunkY's solution](#)

934.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[LiuRunkY's solution](#)

935.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive, math

[LiuRunkY's solution](#)

936.

1111D

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

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-05-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[LiuRunkY's solution](#)

937.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[LiuRunkY's solution](#)

938.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2017-01-18 · GNU C++ (first AC) · Tags: data structures

[LiuRunkY's solution](#)

939.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2014-05-25 · GNU C++ (first AC) · Tags: greedy

[LiuRunkY's solution](#)

940.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[LiuRunkY's solution](#)

941.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities

[LiuRunkY's solution](#)

942.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[LiuRunkY's solution](#)

943.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[LiuRunkY's solution](#)

944.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees
[LiuRunkY's solution](#)

945.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs
[LiuRunkY's solution](#)

946.

864F

[Cities Excursions](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2700 · first AC: 2021-02-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[LiuRunkY's solution](#)

947.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[LiuRunkY's solution](#)

948.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · last AC: 2020-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math
[LiuRunkY's solution](#)

949.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[LiuRunkY's solution](#)

950.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2017-04-16 · GNU C++ (first AC) · Tags: dp, matrices
[LiuRunkY's solution](#)

951.

487D

[Conveyor Belts](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2700 · first AC: 2017-03-11 · GNU C++ (first AC) · Tags: data structures
[LiuRunkY's solution](#)

952.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 2700 · first AC: 2017-03-05 · GNU C++ (first AC) · Tags: data structures
[LiuRunkY's solution](#)

953.

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2016-08-01 · last AC: 2016-08-02 · GNU C++ (first AC) · Tags: brute force, combinatorics
[LiuRunkY's solution](#)

954.

204E

[Little Elephant and Strings](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2800 · first AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, string

suffix structures, two pointers

[LiuRunkY's solution](#)

955.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[LiuRunkY's solution](#)

956.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-02-22 · last AC: 2021-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[LiuRunkY's solution](#)

957.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,919 global accepts · Rating: 2800 · first AC: 2020-11-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[LiuRunkY's solution](#)

958.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[LiuRunkY's solution](#)

959.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[LiuRunkY's solution](#)

960.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2017-04-30 · last AC: 2017-04-30 · GNU C++ (first AC) · Tags: dp, graphs, implementation, math

[LiuRunkY's solution](#)

961.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

962.

105895K

[LRU is Best? \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LiuRunkY's solution](#)

963.

105895C

[Kings Game \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[LiuRunkY's solution](#)

964.

105895H

[Syl To En-h](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LiuRunkY's solution](#)

965.

105895M

[s-zteer](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LiuRunkY's solution](#)

966.

105895J

[MEX Should Be Same](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LiuRunkY's solution](#)

967.

105895E

[SAQmāLx](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LiuRunkY's solution](#)

968.

105895A

[NTaral](#)

Rating: — · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[LiuRunkY's solution](#)

969.

105172C

[Nanami and the House Protecting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-09 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

970.

105172A

[Nanami and Subtree of Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

971.

105172I

[Nanami and the Golden Sunlight Sunflower Fields](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

972.

105172F

[Nanami and Snowflakes](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

973.

105172H

[Nanami and the Block Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

974.

105172J

[Divide the Sequence \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —
[LiuRunkY's solution](#)

975.

105172K

[Divide the Sequence \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

976.

105172E

[Nanami and the Boy](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

977.

105172L

[Nanami, Nanami, Nanami...](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

978.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

979.

103202E

[Knights of the Frozen Throne](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

980.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

981.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

982.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

983.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

984.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

985.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

986.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

987.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

988.

102979B

[Best Meeting Places](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

989.

102979C

[Colorful Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

990.

103069C

[Random Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

991.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

992.

103069I

[Plants vs Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

993.

102979F

[Find the XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

994.

102979E

[Expected Distance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

995.

102979I

[Integer Array Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

996.

102979J

[Junkyeom's Contest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

997.

103469H

[Hamiltonian](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

998.

103469E

[Eulerian?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

999.

103469F

[Fancy Formulas](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1000.

103469A

[AND](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1001.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1002.

104172D

[Shortest Path Query](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1003.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1004.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1005.

104172L

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

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1006.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1007.

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1008.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1009.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1010.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1011.

104114K

[Knowledge Testing Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1012.

104114I

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

Rating: — · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1013.

104118H

[HIIT](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1014.

104118E

[Escape from Markov](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1015.

104118F

[Factions vs The Hegemon](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1016.

104118L

[LCG Manipulation](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1017.

104118I

[Item Crafting](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1018.

104118G

[Gallivanting Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1019.

104118C

[Conform Conforme](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1020.

104118K

[Kapitan Amazing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1021.

104118J

[Junior Steiner Three](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1022.

104118A

[An Easy Calculus Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1023.

102483A

[Access Points](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1024.

102483E

[Equality Control](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1025.

102483J

[Jinxed Betting](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1026.

102483G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1027.

102483C

[Circuit Board Design](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1028.

102483B

[Brexit Negotiations](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1029.

102483H

[Hard Drive](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1030.

102483K

[Kleptography](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1031.

102483I

[Inflation](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1032.

104114B

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1033.

104114C

[COVID](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1034.

104114E

[Exercise](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1035.

104114F

[Fortune over Sportsmanship](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1036.

104114G

[Gears](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1037.

104114H

[Hanoi](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1038.

104114N

[Nusret Gökçe](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1039.

104114A

[AppendAppendAppend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1040.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1041.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1042.

104064G

[Glossary Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1043.

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1044.

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1045.

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1046.

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1047.

104076H

[Set of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1048.

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1049.

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1050.

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1051.

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1052.

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1053.

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1054.

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1055.

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1056.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1057.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1058.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1059.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1060.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1061.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1062.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1063.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1064.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1065.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1066.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1067.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1068.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1069.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1070.

104065J

[Middle Race](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1071.

104065D

[Gambler's Ruin](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1072.

104065E

[Hammer to Fall](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

1073.

104065M

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

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1074.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1075.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

1076.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1077.

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1078.

101620B

[Buffalo Barricades](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1079.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1080.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1081.

101635E

[Ingredients](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

1082.

101635K

[Blowing Candles](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

1083.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1084.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1085.

101635F

[Shattered Cake](#) · [Tutorial](#)

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

[LiuRunkY's solution](#)

1086.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1087.

101620G

[Gambling Guide](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1088.

101620L

[Lunar Landscape](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1089.

101620A

[Assignment Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1090.

101620H

[Hidden Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1091.

101620F

[Faulty Factorial](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1092.

101620J

[Justified Jungle](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1093.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1094.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1095.

103855C

[UCP-Clustering](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1096.

103855E

[RPS Bubble Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1097.

103855G

[Stones 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1098.

103855A

[Factory Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1099.

103855J

[Exam](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1100.

103855D

[Triple Sword Strike](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1101.

103855F

[Stones 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1102.

103855M

[Short Question](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1103.

103855H

[Beacon Towers](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1104.

103495B

[Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1105.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1106.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1107.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1108.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1109.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1110.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1111.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1112.

103373F

[Flip](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1113.

103373G

[Garden Park](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1114.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1115.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1116.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1117.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1118.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1119.

103186L

[š00NML](#) [ITÈbQQK](#)

Rating: — · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1120.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1121.

103186B

[\ A·v,ŠarL](#) [n8b](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1122.

103186H

[ž!Tāv,Alš~šv](#)

Rating: — · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1123.

103186D

[Zztrans v,Šf8A](#) [qq](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1124.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1125.

103186G

[ž!Tāv,ja](#) [ŌPĩ](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1126.

103186E

[Zztrans v,Šf8A](#) [VfAl](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1127.

103186C

[\ A·v,ŠarL](#) [€ Ō](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1128.

103186A

[\ A·v,ŠarL](#) [b°](#)

Rating: — · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1129.

103119J

[Jewel Grab](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1130.

103119I

[Nim Cheater](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1131.

103119G

[Game on Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1132.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1133.

103119F

[Fixing Networks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1134.

103119D

[Artifacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1135.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1136.

103119L

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

Rating: — · first AC: 2021-07-11 · Python 3 (first AC) · Tags: —

[LiuRunkY's solution](#)

1137.

103118F

[Birthday Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1138.

103118B

[Build Roads](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1139.

103118D

[Dyson Box](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1140.

103118H

[Adventurer's Guild](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1141.

103118M

[Matrix Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1142.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1143.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1144.

101002D

[Programming Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1145.

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1146.

102920L

[Two Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1147.

102920I

[Stock Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1148.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1149.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1150.

102920K

[Tiling Polyomino](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1151.

1028610

[Venusian Shuttle](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1152.

102861D

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

Rating: — · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1153.

102861C

[Concatenating Teams](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1154.

102861M

[Machine Gun](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1155.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1156.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1157.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1158.

102832C

[Quantum Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1159.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1160.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1161.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1162.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1163.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1164.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1165.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1166.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1167.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1168.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1169.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1170.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1171.

102875I

[Intersections](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1172.

102875E

[Eliminate the Virus](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1173.

102875A

[Array](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1174.

102875D

[Delete Prime](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1175.

102875G

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1176.

102875H

[Happy Morse Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1177.

102875J

[Just Multiplicative Inverse](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1178.

102875C

[Cats](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1179.

102832E

[Defense of Valor League](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1180.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1181.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1182.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1183.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1184.

102832D

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

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1185.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1186.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1187.

100554F

[Fiber-optic Network](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1188.

100554B

[Building Fire Stations](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1189.

100554K

[Known Notation](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1190.

100554D

[Domination](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1191.

100554I

[Information Entropy](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1192.

100554A

[Average Score](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1193.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-09 · last AC: 2020-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1194.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1195.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1196.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1197.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1198.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1199.

101002H

[Jewel Thief](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1200.

102460B

[The Power Monitor System](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1201.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1202.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1203.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1204.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1205.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1206.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1207.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1208.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1209.

102759A

[Advertisement Matching](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1210.

102759D

[Just Meeting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1211.

102759J

[Remote Control](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1212.

102759H

[Alchemy](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1213.

102759K

[Sewing Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1214.

102769B

[Bounding Wall](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1215.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-21 · last AC: 2020-10-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1216.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1217.

102452A

[Axis of Symmetry](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1218.

102452E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1219.

102452I

[Incoming Asteroids](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1220.

102452C

[Constructing Ranches](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-15 · last AC: 2020-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1221.

102452J

[Junior Mathematician](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · last AC: 2020-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1222.

102452G

[Game Design](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1223.

102452D

[Defining Labels](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1224.

102452B

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1225.

100956A

[Random Points on the Circle](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-20 · last AC: 2020-04-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[LiuRunkY's solution](#)

1226.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1227.

101190K

[Kids Designing Kids](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1228.

102220D

[Master of Data Structure](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-18 · last AC: 2020-02-18 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1229.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1230.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1231.

102394I

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

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1232.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1233.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1234.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1235.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1236.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1237.

102361K

[MOV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1238.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-07 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1239.

101471A

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

Rating: — · first AC: 2019-10-04 · last AC: 2019-10-04 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1240.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1241.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1242.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1243.

102220H

[Skyscraper](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1244.

102220B

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1245.

102220G

[Radar Scanner](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1246.

102220C

[Line-line Intersection](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1247.

102220E

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

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1248.

102220J

[Time Limit](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-03 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1249.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1250.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1251.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1252.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · last AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1253.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · last AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1254.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1255.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-18 · last AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1256.

101239M

[Window Manager](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1257.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · last AC: 2019-08-16 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1258.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1259.

101206G

[Pandaland](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1260.

101206B

[Wash](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-12 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1261.

101206H

[Engineer Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1262.

101206J

[Worried School](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1263.

101206L

[Daylight Saving Time](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1264.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1265.

101194E

[Bet](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · last AC: 2019-04-03 · Python 3 (first AC) · Tags: —

[LiuRunkY's solution](#)

1266.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1267.

101194D

[Great Cells](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1268.

101194H

[Ice Cream Tower](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1269.

101194C

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1270.

101194L

[Number Theory Problem](#) · [Tutorial](#)

Rating: — · first AC: 2019-04-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1271.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1272.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1273.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1274.

100608E

[Elegant Square](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1275.

100608F

[Four Colors](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1276.

101987F

[Parentheses](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1277.

101987K

[TV Show Game](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1278.

101987L

[Working Plan](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1279.

101987A

[Circuits](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1280.

101987D

[Go Latin](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1281.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1282.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1283.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1284.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1285.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[LiuRunkY's solution](#)

1286.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1287.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1288.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1289.

102055B

[Balance of the Force](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1290.

102055I

[Cockroaches](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1291.

102055L

[Ultra Weak Goldbach's Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1292.

102055G

[Pastoral Life in Stardew Valley](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1293.

102055A

[Mischievous Problem Setter](#) · [Tutorial](#)

Rating: — · first AC: 2019-02-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1294.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1295.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · Java 8 (first AC) · Tags: —

[LiuRunkY's solution](#)

1296.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1297.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1298.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-09 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1299.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1300.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1301.

101986G

[Rendezvous on a Tetrahedron](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · last AC: 2018-11-22 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1302.

101986F

[Pizza Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1303.

100738I

[Lazy mobile users](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-27 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1304.

101873B

[Buildings](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · last AC: 2018-10-18 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1305.

100783E

[Ricochet Robots](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1306.

101002I

[Tourists](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1307.

101002F

[Mountain Scenes](#) · [Tutorial](#)

Rating: — · first AC: 2018-10-10 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1308.

101873G

[Water Testing](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1309.

101873D

[Pants On Fire](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1310.

101873I

[Uberwatch](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1311.

101873K

[You Are Fired](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1312.

101873C

[Joyride](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-26 · GNU C++11 (first AC) · Tags: —

[LiuRunkY's solution](#)

1313.

101889H

[Hard choice](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-01 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1314.

101889C

[Complete Naebbirac's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2018-09-01 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1315.

100506I

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-29 · last AC: 2017-05-29 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1316.

100851D

[Distance on Triangulation](#) · [Tutorial](#)

Rating: — · first AC: 2017-05-20 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1317.

100363B

[Busy Beavers](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1318.

101116K

[Mixing Bowls](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1319.

100484K

[Completion](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-22 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1320.

100484E

[Lock Manager](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1321.

100204B

[Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2017-03-19 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1322.

100738E

[Pretty Buses](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-25 · last AC: 2017-01-22 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1323.

100851K

[King's Inspection](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · last AC: 2017-01-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1324.

101078B

[Top 2000](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-16 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1325.

100783A

[GREAT+SWERC=PORTO](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-10 · last AC: 2016-11-13 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1326.

100820C

[Classy](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-12 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1327.

101081I

[Polish Solidarity](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1328.

101081H

[Warsaw University](#) · [Tutorial](#)

Rating: — · first AC: 2016-11-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1329.

101116E

[Election of Evil](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-15 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1330.

100220G

[Word Square](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1331.

100861J

[Jig-saw Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-04 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1332.

100827A

[Runes](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1333.

100343C

[Late Again](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1334.

100722E

[The Bookcase](#) · [Tutorial](#)

Rating: — · first AC: 2016-10-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1335.

100202B

[Under Control](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-30 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1336.

101078I

[Keylogger](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1337.

101078A

[Gene Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-20 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1338.

100783I

[The Safe Secret](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-12 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1339.

100641D

[Generalized Roman Numerals](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1340.

100357K

[Parse Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-11 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1341.

100339E

[Nice Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1342.

100339I

[Sum vs Product](#) · [Tutorial](#)

Rating: — · first AC: 2016-09-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1343.

100753D

[Carpets](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1344.

100851L

[Landscape Improved](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1345.

100644C

[Maze](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-24 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1346.

100644G

[Vampires!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-21 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1347.

100641F

[Path of Least Persistence](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-20 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1348.

100641C

[Domiyahzee!](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-15 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1349.

100641A

[Continued Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-15 · last AC: 2016-08-15 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1350.

100651F

[Team Rankings](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1351.

100651B

[Anti-prime Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-28 · last AC: 2016-08-14 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1352.

100202A

[Little Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-14 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1353.

100753J

[Souvenirs](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-13 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1354.

100753K

[Upside down primes](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-12 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1355.

100796D

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1356.

100837G

[Dendrograms](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-09 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1357.

100837A

[Everlasting...?](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-08 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1358.

100851A

[Adjustment Office](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1359.

100197C

[Hyperhuffman](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1360.

100738H

[K-palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-04 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1361.

100345A

[BibTeX](#) · [Tutorial](#)

Rating: — · first AC: 2016-08-03 · last AC: 2016-08-03 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1362.

100726B

[Common Subexpression Elimination](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-31 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1363.

100726C

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

Rating: — · first AC: 2016-07-30 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1364.

100200G

[Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-29 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1365.

100200F

[Think Positive](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1366.

100200E

[DVD](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · last AC: 2016-07-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1367.

100200H

[Driving Straight](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1368.

100738L

[Plantations](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1369.

100738K

[New GPU](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1370.

100738A

[Fitting boxes](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1371.

100738B

[Board with lights and switches](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-27 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1372.

100738D

[Degree Sequence Tree](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-26 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1373.

100962J

[Jimi Hendrix](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1374.

100484C

[Expression](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-24 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1375.

100199E

[Nice Patterns Strike Back](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-20 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1376.

100484L

[Cow Acrobats](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1377.

100484A

[Divisibility](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1378.

100274D

[Magic Star](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-04 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1379.

100646E

[Su-Su-Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-28 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1380.

100443E

[Joe is learning to speak](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-26 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1381.

100443I

[Trending Topic](#) · [Tutorial](#)

Rating: — · first AC: 2016-01-25 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1382.

100215I

[Regular Words](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-29 · last AC: 2015-12-29 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)

1383.

100722B

[The SetStack Computer](#) · [Tutorial](#)

Rating: — · first AC: 2015-12-05 · GNU C++ (first AC) · Tags: —

[LiuRunkY's solution](#)