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Unique solved — Neal lee

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

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Count: 546

1.

1696A

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2.

1672B

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3.

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4.

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5.

1654A

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6.

1637A

[Sorting Parts](#) · [Tutorial](#)

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7.

1634A

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8.

1615A

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9.

1487A

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10.

1608A

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11.

1450A

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12.

1614A

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13.

1586A

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14.

1581A

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15.

1567A

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16.

1556A

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17.

1552A

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18.

1551B1

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19.

1551A

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20.

1553A

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21.

1530B

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22.

1530A

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23.

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24.

1546A

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25.

1542A

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26.

1536A

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27.

1523A

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28.

1515A

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29.

1504A

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30.

1492A

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31.

1481A

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32.

1459A

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33.

1457A

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34.

1397A

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35.

1348A

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36.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

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37.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

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38.

1312A

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39.

1285A

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40.

1269A

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41.

1206A

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42.

1696B

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- 43.**
1610A
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1505A
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1406A
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1330A
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1326B
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1313A
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1208A
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Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: math
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1204B
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- 51.**
1206B
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1634C
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1450B
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54.

1614B

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55.

1567B

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56.

1550B

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57.

1515B

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58.

1485A

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59.

1326A

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60.

1312B

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61.

1204A

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62.

1672C

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63.

1637B

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64.

1610B

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65.

690A1

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66.

1492B

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67.

1481B

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68.

1457B

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69.

1334B

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70.

1332A

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71.

1327A

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72.

1263A

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73.

1637C

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74.

1487B

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75.

1608B

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76.

1586B

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77.

1578E

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78.

1581B

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79.

1553C

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80.

1530C

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81.

1546B

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82.

1536B

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83.

461A

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84.

1510K

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85.

1504B

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86.

1485B

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87.

1406B

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88.

1334A

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89.

1327B

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90.

1305B

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91.

1206C

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92.

1693A

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Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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93.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

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94.

1615B

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95.

1603A

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96.

1601A

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97.

1556B

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98.

1553B

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99.

1459B

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100.

1326C

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101.

1285B

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Quality: 30,829 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

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102.

1696C

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103.

1540A

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104.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[Neal_lee's solution](#)

105.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,768 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[Neal_lee's solution](#)

106.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,301 global accepts · Rating: 1400 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[Neal_lee's solution](#)

107.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[Neal_lee's solution](#)

108.

1551B2

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

Quality: 16,664 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[Neal_lee's solution](#)

109.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Neal_lee's solution](#)

110.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[Neal_lee's solution](#)

111.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: dp, implementation

[Neal_lee's solution](#)

112.

1348B

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

Quality: 27,488 global accepts · Rating: 1400 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Neal_lee's solution](#)

113.

1330B

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

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: implementation, math

[Neal_lee's solution](#)

114.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[Neal_lee's solution](#)

115.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[Neal_lee's solution](#)

116.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,138 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[Neal_lee's solution](#)

117.

1263C

[Everyone is a Winner!](#) · [Tutorial](#)

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-30 · GNU C++11 (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[Neal_lee's solution](#)

118.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[Neal_lee's solution](#)

119.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings

[Neal_lee's solution](#)

120.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math, number theory

[Neal_lee's solution](#)

121.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[Neal_lee's solution](#)

122.

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Neal_lee's solution](#)

123.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[Neal_lee's solution](#)

124.

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, strings

[Neal_lee's solution](#)

125.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings, two pointers

[Neal_lee's solution](#)

126.

1546C

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Neal_lee's solution](#)

127.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[Neal_lee's solution](#)

128.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory

[Neal_lee's solution](#)

129.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[Neal_lee's solution](#)

130.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[Neal_lee's solution](#)

131.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[Neal_lee's solution](#)

132.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,860 global accepts · Rating: 1500 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[Neal_lee's solution](#)

133.

1326D1

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

Quality: 13,295 global accepts · Rating: 1500 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[Neal_lee's solution](#)

134.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,157 global accepts · Rating: 1500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Neal_lee's solution](#)

135.

1313C1

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

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

[Neal_lee's solution](#)

136.

1269B

[Modulo Equality](#) · [Tutorial](#)

Quality: 9,616 global accepts · Rating: 1500 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: brute force, sortings

[Neal_lee's solution](#)

137.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[Neal_lee's solution](#)

138.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Neal_lee's solution](#)

139.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[Neal_lee's solution](#)

140.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[Neal_lee's solution](#)

141.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[Neal_lee's solution](#)

142.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Neal_lee's solution](#)

143.

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Neal_lee's solution](#)

144.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[Neal_lee's solution](#)

145.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Neal_lee's solution](#)

146.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Neal_lee's solution](#)

147.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-02 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, number theory

[Neal_lee's solution](#)

148.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[Neal_lee's solution](#)

149.

1459C

[Row GCD](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-12-19 · GNU C++11 (first AC) · Tags: math, number theory

[Neal_lee's solution](#)

150.

1397C

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

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Neal_lee's solution](#)

151.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Neal_lee's solution](#)

152.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[Neal_lee's solution](#)

153.

1305C

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

Quality: 18,785 global accepts · Rating: 1600 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[Neal_lee's solution](#)

154.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Neal_lee's solution](#)

155.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[Neal_lee's solution](#)

156.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[Neal_lee's solution](#)

157.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[Neal_lee's solution](#)

158.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Neal_lee's solution](#)

159.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[Neal_lee's solution](#)

160.

1586C

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

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

[Neal_lee's solution](#)

161.

1578H

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

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Neal_lee's solution](#)

162.

1581C

[Portal](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Neal_lee's solution](#)

163.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, ternary search

[Neal_lee's solution](#)

164.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Neal_lee's solution](#)

165.

1550C

[Manhattan Subarrays](#) · [Tutorial](#)

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[Neal_lee's solution](#)

166.

106D

[Treasure Island](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 1700 · first AC: 2021-05-08 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

167.

1504D

[3-Coloring](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, graphs, interactive

[Neal_lee's solution](#)

168.

84C

[Biathlon](#) · [Tutorial](#)

Quality: 1,856 global accepts · Rating: 1700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: binary search, implementation

[Neal_lee's solution](#)

169.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[Neal_lee's solution](#)

170.

1406C

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

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[Neal_lee's solution](#)

171.

1329B

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

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

[Neal_lee's solution](#)

172.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[Neal_lee's solution](#)

173.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[Neal_lee's solution](#)

174.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math

[Neal_lee's solution](#)

175.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Neal_lee's solution](#)

176.

1269C

[Long Beautiful Integer](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: greedy, implementation

[Neal_lee's solution](#)

177.

1204C

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

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[Neal_lee's solution](#)

178.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Neal_lee's solution](#)

179.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Neal_lee's solution](#)

180.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[Neal_lee's solution](#)

181.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[Neal_lee's solution](#)

182.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Neal_lee's solution](#)

183.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[Neal_lee's solution](#)

184.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[Neal_lee's solution](#)

185.

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Neal_lee's solution](#)

186.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Neal_lee's solution](#)

187.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

188.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[Neal_lee's solution](#)

189.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[Neal_lee's solution](#)

190.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[Neal_lee's solution](#)

191.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[Neal_lee's solution](#)

192.

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

[Neal_lee's solution](#)

193.

1330C

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

Rating: 1800 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Neal_lee's solution](#)

194.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[Neal_lee's solution](#)

195.

1326D2

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

Quality: 11,756 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Neal_lee's solution](#)

196.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Neal_lee's solution](#)

197.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Neal_lee's solution](#)

198.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[Neal_lee's solution](#)

199.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Neal_lee's solution](#)

200.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2022-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[Neal_lee's solution](#)

201.

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[Neal_lee's solution](#)

202.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Neal_lee's solution](#)

203.

1546D

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

Rating: 1900 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[Neal_lee's solution](#)

204.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: binary search

[Neal_lee's solution](#)

205.

412E

[E-mail Addresses](#) · [Tutorial](#)

Quality: 938 global accepts · Rating: 1900 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: implementation

[Neal_lee's solution](#)

206.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[Neal_lee's solution](#)

207.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: games, greedy

[Neal_lee's solution](#)

208.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Neal_lee's solution](#)

209.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[Neal_lee's solution](#)

210.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[Neal_lee's solution](#)

211.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[Neal_lee's solution](#)

212.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Neal_lee's solution](#)

213.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Neal_lee's solution](#)

214.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[Neal_lee's solution](#)

215.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Neal_lee's solution](#)

216.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[Neal_lee's solution](#)

217.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, greedy, trees

[Neal_lee's solution](#)

218.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Neal_lee's solution](#)

219.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Neal_lee's solution](#)

220.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Neal_lee's solution](#)

221.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp

[Neal_lee's solution](#)

222.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2021-07-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Neal_lee's solution](#)

223.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Neal_lee's solution](#)

224.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2021-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[Neal_lee's solution](#)

225.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,021 global accepts · Rating: 2000 · first AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Neal_lee's solution](#)

226.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Neal_lee's solution](#)

227.

1459D

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

Rating: 2000 · first AC: 2020-12-20 · GNU C++11 (first AC) · Tags: brute force, dp

[Neal_lee's solution](#)

228.

1457D

[XOR-gun](#) · [Tutorial](#)

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

[Neal_lee's solution](#)

229.

1269D

[Domino for Young](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-12-21 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math

[Neal_lee's solution](#)

230.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[Neal_lee's solution](#)

231.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Neal_lee's solution](#)

232.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[Neal_lee's solution](#)

233.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Neal_lee's solution](#)

234.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Neal_lee's solution](#)

235.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Neal_lee's solution](#)

236.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

[Neal_lee's solution](#)

237.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[Neal_lee's solution](#)

238.

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[Neal_lee's solution](#)

239.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[Neal_lee's solution](#)

240.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Neal_lee's solution](#)

241.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[Neal_lee's solution](#)

242.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Neal_lee's solution](#)

243.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, dfs and similar

[Neal_lee's solution](#)

244.

132B

[Piet](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2100 · first AC: 2021-05-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Neal_lee's solution](#)

245.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2021-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[Neal_lee's solution](#)

246.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dp, math, number theory

[Neal_lee's solution](#)

247.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

248.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · last AC: 2020-04-01 · GNU C++11 (first AC) · Tags: combinatorics,

constructive algorithms, math, matrices

[Neal_lee's solution](#)

249.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: dp, greedy

[Neal_lee's solution](#)

250.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[Neal_lee's solution](#)

251.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[Neal_lee's solution](#)

252.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Neal_lee's solution](#)

253.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Neal_lee's solution](#)

254.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[Neal_lee's solution](#)

255.

138C

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

Quality: 963 global accepts · Rating: 2200 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, probabilities, sortings

[Neal_lee's solution](#)

256.

863F

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

Quality: 1,525 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: flows

[Neal_lee's solution](#)

257.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[Neal_lee's solution](#)

258.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[Neal_lee's solution](#)

259.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Neal_lee's solution](#)

260.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[Neal_lee's solution](#)

261.

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Neal_lee's solution](#)

262.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Neal_lee's solution](#)

263.

1249F

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

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Neal_lee's solution](#)

264.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[Neal_lee's solution](#)

265.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Neal_lee's solution](#)

266.

461C

[Appleman and a Sheet of Paper](#) · [Tutorial](#)

Quality: 1,393 global accepts · Rating: 2200 · first AC: 2021-05-12 · last AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Neal_lee's solution](#)

267.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Neal_lee's solution](#)

268.

1504E

[Travelling Salesman Problem](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths,

sortings

[Neal_lee's solution](#)

269.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Neal_lee's solution](#)

270.

1457E

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, greedy

[Neal_lee's solution](#)

271.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[Neal_lee's solution](#)

272.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[Neal_lee's solution](#)

273.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Neal_lee's solution](#)

274.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[Neal_lee's solution](#)

275.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[Neal_lee's solution](#)

276.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[Neal_lee's solution](#)

277.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: flows

[Neal_lee's solution](#)

278.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[Neal_lee's solution](#)

279.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Neal_lee's solution](#)

280.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[Neal_lee's solution](#)

281.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[Neal_lee's solution](#)

282.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Neal_lee's solution](#)

283.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[Neal_lee's solution](#)

284.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[Neal_lee's solution](#)

285.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[Neal_lee's solution](#)

286.

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2021-08-08 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

287.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[Neal_lee's solution](#)

288.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Neal_lee's solution](#)

289.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[Neal_lee's solution](#)

290.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[Neal_lee's solution](#)

291.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[Neal_lee's solution](#)

292.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[Neal_lee's solution](#)

293.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: combinatorics, math

[Neal_lee's solution](#)

294.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[Neal_lee's solution](#)

295.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[Neal_lee's solution](#)

296.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Neal_lee's solution](#)

297.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Neal_lee's solution](#)

298.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, trees

[Neal_lee's solution](#)

299.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[Neal_lee's solution](#)

300.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[Neal_lee's solution](#)

301.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[Neal_lee's solution](#)

302.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[Neal_lee's solution](#)

303.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[Neal_lee's solution](#)

304.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Neal_lee's solution](#)

305.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[Neal_lee's solution](#)

306.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Neal_lee's solution](#)

307.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[Neal_lee's solution](#)

308.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[Neal_lee's solution](#)

309.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[Neal_lee's solution](#)

310.

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[Neal_lee's solution](#)

311.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Neal_lee's solution](#)

312.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2021-08-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

313.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Neal_lee's solution](#)

314.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[Neal_lee's solution](#)

315.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2021-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths

[Neal_lee's solution](#)

316.

97A

[Domino](#) · [Tutorial](#)

Quality: 335 global accepts · Rating: 2400 · first AC: 2021-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

317.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[Neal_lee's solution](#)

318.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings

[Neal_lee's solution](#)

319.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: data structures, dp

[Neal_lee's solution](#)

320.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[Neal_lee's solution](#)

321.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,172 global accepts · Rating: 2500 · first AC: 2022-11-18 · last AC: 2022-11-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy

[Neal_lee's solution](#)

322.

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[Neal_lee's solution](#)

323.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[Neal_lee's solution](#)

324.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Neal_lee's solution](#)

325.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry

[Neal_lee's solution](#)

326.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Neal_lee's solution](#)

327.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-12-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft

[Neal_lee's solution](#)

328.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[Neal_lee's solution](#)

329.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[Neal_lee's solution](#)

330.

1611G

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

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy
[Neal_lee's solution](#)

331.

884E

[Binary Matrix](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2500 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu
[Neal_lee's solution](#)

332.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[Neal_lee's solution](#)

333.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[Neal_lee's solution](#)

334.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[Neal_lee's solution](#)

335.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[Neal_lee's solution](#)

336.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
[Neal_lee's solution](#)

337.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[Neal_lee's solution](#)

338.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-30 · last AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities
[Neal_lee's solution](#)

339.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[Neal_lee's solution](#)

340.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[Neal_lee's solution](#)

341.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[Neal_lee's solution](#)

342.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

343.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[Neal_lee's solution](#)

344.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[Neal_lee's solution](#)

345.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Neal_lee's solution](#)

346.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Neal_lee's solution](#)

347.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[Neal_lee's solution](#)

348.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[Neal_lee's solution](#)

349.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices, trees

[Neal_lee's solution](#)

350.

249E

[Endless Matrix](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2600 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math

[Neal_lee's solution](#)

351.

325C

[Monsters and Diamonds](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Neal_lee's solution](#)

352.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Neal_lee's solution](#)

353.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[Neal_lee's solution](#)

354.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[Neal_lee's solution](#)

355.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[Neal_lee's solution](#)

356.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Neal_lee's solution](#)

357.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft

[Neal_lee's solution](#)

358.

1614E

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

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[Neal_lee's solution](#)

359.

1402C

[Star Trek](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 2600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dfs and similar, dp, games, graphs, matrices, trees

[Neal_lee's solution](#)

360.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

[Neal_lee's solution](#)

361.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[Neal_lee's solution](#)

362.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[Neal_lee's solution](#)

363.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Neal_lee's solution](#)

364.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[Neal_lee's solution](#)

365.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures

[Neal_lee's solution](#)

366.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Neal_lee's solution](#)

367.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Neal_lee's solution](#)

368.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2021-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Neal_lee's solution](#)

369.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2021-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[Neal_lee's solution](#)

370.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Neal_lee's solution](#)

371.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[Neal_lee's solution](#)

372.

375C

[Circling Round Treasures](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: 2600 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, shortest paths

[Neal_lee's solution](#)

373.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[Neal_lee's solution](#)

374.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Neal_lee's solution](#)

375.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[Neal_lee's solution](#)

376.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[Neal_lee's solution](#)

377.

1540C1

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

Quality: 750 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Neal_lee's solution](#)

378.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Neal_lee's solution](#)

379.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[Neal_lee's solution](#)

380.

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Neal_lee's solution](#)

381.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, math, sortings

[Neal_lee's solution](#)

382.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-01-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[Neal_lee's solution](#)

383.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Neal_lee's solution](#)

384.

1617E

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

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[Neal_lee's solution](#)

385.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Neal_lee's solution](#)

386.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, number theory

[Neal_lee's solution](#)

387.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[Neal_lee's solution](#)

388.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[Neal_lee's solution](#)

389.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, shortest paths

[Neal_lee's solution](#)

390.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: hashing

[Neal_lee's solution](#)

391.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, interactive, probabilities

[Neal_lee's solution](#)

392.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[Neal_lee's solution](#)

393.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[Neal_lee's solution](#)

394.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Neal_lee's solution](#)

395.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2021-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, trees

[Neal_lee's solution](#)

396.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[Neal_lee's solution](#)

397.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2021-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[Neal_lee's solution](#)

398.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-03-14 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[Neal_lee's solution](#)

399.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[Neal_lee's solution](#)

400.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs,

implementation

[Neal_lee's solution](#)

401.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[Neal_lee's solution](#)

402.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices, probabilities

[Neal_lee's solution](#)

403.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Neal_lee's solution](#)

404.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[Neal_lee's solution](#)

405.

1379F2

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

Quality: 580 global accepts · Rating: 2800 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer

[Neal_lee's solution](#)

406.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Neal_lee's solution](#)

407.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Neal_lee's solution](#)

408.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

[Neal_lee's solution](#)

409.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[Neal_lee's solution](#)

410.

1626F

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

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Neal_lee's solution](#)

411.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Neal_lee's solution](#)

412.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Neal_lee's solution](#)

413.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Neal_lee's solution](#)

414.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[Neal_lee's solution](#)

415.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, shortest paths

[Neal_lee's solution](#)

416.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[Neal_lee's solution](#)

417.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[Neal_lee's solution](#)

418.

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, trees

[Neal_lee's solution](#)

419.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

420.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Neal_lee's solution](#)

421.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings, trees

[Neal_lee's solution](#)

422.

461D

[Appleman and Complicated Task](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2800 · first AC: 2021-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Neal_lee's solution](#)

423.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Neal_lee's solution](#)

424.

1735F

[Pebbles and Beads](#) · [Tutorial](#)

Quality: 254 global accepts · Rating: 2900 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry

[Neal_lee's solution](#)

425.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[Neal_lee's solution](#)

426.

1540C2

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

Quality: 559 global accepts · Rating: 2900 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Neal_lee's solution](#)

427.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

428.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[Neal_lee's solution](#)

429.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-27 · last AC: 2022-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory

[Neal_lee's solution](#)

430.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Neal_lee's solution](#)

431.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[Neal_lee's solution](#)

432.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2022-01-18 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dsu

[Neal_lee's solution](#)

433.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[Neal_lee's solution](#)

434.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2022-01-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Neal_lee's solution](#)

435.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Neal_lee's solution](#)

436.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[Neal_lee's solution](#)

437.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[Neal_lee's solution](#)

438.

79E

[Security System](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 2900 · first AC: 2021-12-04 · last AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: math

[Neal_lee's solution](#)

439.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[Neal_lee's solution](#)

440.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Neal_lee's solution](#)

441.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Neal_lee's solution](#)

442.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[Neal_lee's solution](#)

443.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[Neal_lee's solution](#)

444.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[Neal_lee's solution](#)

445.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[Neal_lee's solution](#)

446.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[Neal_lee's solution](#)

447.

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Neal_lee's solution](#)

448.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Neal_lee's solution](#)

449.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

450.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Neal_lee's solution](#)

451.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Neal_lee's solution](#)

452.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[Neal_lee's solution](#)

453.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[Neal_lee's solution](#)

454.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Neal_lee's solution](#)

455.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2021-11-15 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Neal_lee's solution](#)

456.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[Neal_lee's solution](#)

457.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[Neal_lee's solution](#)

458.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[Neal_lee's solution](#)

459.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-08-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Neal_lee's solution](#)

460.

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Neal_lee's solution](#)

461.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math

[Neal_lee's solution](#)

462.

461E

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

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-05-13 · last AC: 2021-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, shortest paths, strings

[Neal_lee's solution](#)

463.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2022-11-20 · last AC: 2022-11-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, sortings

[Neal_lee's solution](#)

464.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, shortest paths

[Neal_lee's solution](#)

465.

720F

[Array Covering](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3100 · first AC: 2022-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

466.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-02-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Neal_lee's solution](#)

467.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2022-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[Neal_lee's solution](#)

468.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[Neal_lee's solution](#)

469.

269E

[String Theory](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 3100 · first AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math, strings

[Neal_lee's solution](#)

470.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Neal_lee's solution](#)

471.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[Neal_lee's solution](#)

472.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[Neal_lee's solution](#)

473.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[Neal_lee's solution](#)

474.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, sortings, two pointers

[Neal_lee's solution](#)

475.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[Neal_lee's solution](#)

476.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar

[Neal_lee's solution](#)

477.

792F

[Mages and Monsters](#) · [Tutorial](#)

Quality: 235 global accepts · Rating: 3100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry

[Neal_lee's solution](#)

478.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[Neal_lee's solution](#)

479.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[Neal_lee's solution](#)

480.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

481.

1510A

[ASCII Automata Art](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3100 · first AC: 2021-04-07 · last AC: 2021-04-07 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

482.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, games, trees

[Neal_lee's solution](#)

483.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[Neal_lee's solution](#)

484.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[Neal_lee's solution](#)

485.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[Neal_lee's solution](#)

486.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[Neal_lee's solution](#)

487.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Neal_lee's solution](#)

488.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2022-02-03 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[Neal_lee's solution](#)

489.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Neal_lee's solution](#)

490.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, graphs, math, probabilities

[Neal_lee's solution](#)

491.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[Neal_lee's solution](#)

492.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-11 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, string suffix structures, strings

[Neal_lee's solution](#)

493.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[Neal_lee's solution](#)

494.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2022-11-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Neal_lee's solution](#)

495.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Neal_lee's solution](#)

496.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

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497.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Neal_lee's solution](#)

498.

623E

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Quality: 614 global accepts · Rating: 3300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

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499.

1696G

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Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, math

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500.

1641E

[Special Positions](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-03-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[Neal_lee's solution](#)

501.

1368H1

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Quality: 456 global accepts · Rating: 3300 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, greedy

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502.

526G

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Quality: 861 global accepts · Rating: 3300 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees

[Neal_lee's solution](#)

503.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[Neal_lee's solution](#)

504.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

505.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Neal_lee's solution](#)

506.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[Neal_lee's solution](#)

507.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Neal_lee's solution](#)

508.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2022-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Neal_lee's solution](#)

509.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

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510.

1007E

[Mini Metro](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3400 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Neal_lee's solution](#)

511.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Neal_lee's solution](#)

512.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[Neal_lee's solution](#)

513.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[Neal_lee's solution](#)

514.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Neal_lee's solution](#)

515.

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: math

[Neal_lee's solution](#)

516.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2022-10-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Neal_lee's solution](#)

517.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: —

[Neal_lee's solution](#)

518.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2021-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees

[Neal_lee's solution](#)

519.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Neal_lee's solution](#)

520.

1662J

[Training Camp](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[Neal_lee's solution](#)

521.

1662B

[Toys](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Neal_lee's solution](#)

522.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, matrices

[Neal_lee's solution](#)

523.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[Neal_lee's solution](#)

524.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Neal_lee's solution](#)

525.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Neal_lee's solution](#)

526.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[Neal_lee's solution](#)

527.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Neal_lee's solution](#)

528.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[Neal_lee's solution](#)

529.

1662O

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[Neal_lee's solution](#)

530.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[Neal_lee's solution](#)

531.

1662M

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

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Neal_lee's solution](#)

532.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[Neal_lee's solution](#)

533.

1663G

[Six Characters](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: — · first AC: 2022-04-02 · JavaScript (first AC) · Tags: *special, constructive algorithms, strings

[Neal_lee's solution](#)

534.

1663F

[In Every Generation...](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, strings

[Neal_lee's solution](#)

535.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, combinatorics, dp, math

[Neal_lee's solution](#)

536.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms

[Neal_lee's solution](#)

537.

1663E

[Are You Safe? · Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation

[Neal_lee's solution](#)

538.

1663C

[P Ö: Verdon Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, implementation, math

[Neal_lee's solution](#)

539.

1663B

[Mike's Sequence · Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[Neal_lee's solution](#)

540.

1663A

[Who Tested? · Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, trees

[Neal_lee's solution](#)

541.

101471J

[Son of Pipe Stream · Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++20 (GCC 11-64) (first AC) · Tags: —

[Neal_lee's solution](#)

542.

undefined438

[The Glorious Karlutka River ⇒ · Tutorial](#)

Rating: — · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: *special

[Neal_lee's solution](#)

543.

100723E

[Escape from Enemy Territory · Tutorial](#)

Rating: — · first AC: 2021-08-11 · last AC: 2021-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

544.

101404I

[Telephone Network · Tutorial](#)

Rating: — · first AC: 2021-06-28 · C++14 (GCC 6-32) (first AC) · Tags: —

[Neal_lee's solution](#)

545.

undefined126

[Boxes · Tutorial](#)

Rating: — · first AC: 2021-05-26 · C++14 (GCC 6-32) (first AC) · Tags: *special

[Neal_lee's solution](#)

546.

100513B

[Colored Blankets · Tutorial](#)

Rating: — · first AC: 2021-03-06 · GNU C++11 (first AC) · Tags: —

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