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Unique solved — QAQ QWQ

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

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

Filters: none

Count: 810

1.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[QAQ_QWQ's solution](#)

2.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[QAQ_QWQ's solution](#)

3.

2134A

[Painting With Two Colors](#) · [Tutorial](#)

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[QAQ_QWQ's solution](#)

4.

2125A

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

Quality: 27,977 global accepts · Rating: 800 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[QAQ_QWQ's solution](#)

5.

1928A

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

Quality: 24,422 global accepts · Rating: 800 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[QAQ_QWQ's solution](#)

6.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[QAQ_QWQ's solution](#)

7.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[QAQ_QWQ's solution](#)

8.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

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9.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, math

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10.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[QAQ_QWQ's solution](#)

11.

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[QAQ_QWQ's solution](#)

12.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,006 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[QAQ_QWQ's solution](#)

13.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[QAQ_QWQ's solution](#)

14.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

15.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[QAQ_QWQ's solution](#)

16.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2022-09-29 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[QAQ_QWQ's solution](#)

17.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[QAQ_QWQ's solution](#)

18.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[QAQ_QWQ's solution](#)

19.

1668A

[Direction Change](#) · [Tutorial](#)

Quality: 16,784 global accepts · Rating: 800 · first AC: 2022-04-19 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation,

math

[QAQ_QWQ's solution](#)

20.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,091 global accepts · Rating: 800 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[QAQ_QWQ's solution](#)

21.

1605A

[A.M. Deviation](#) · [Tutorial](#)

Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[QAQ_QWQ's solution](#)

22.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[QAQ_QWQ's solution](#)

23.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[QAQ_QWQ's solution](#)

24.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, sortings

[QAQ_QWQ's solution](#)

25.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

26.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,582 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[QAQ_QWQ's solution](#)

27.

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[QAQ_QWQ's solution](#)

28.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[QAQ_QWQ's solution](#)

29.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[QAQ_QWQ's solution](#)

30.

34B

[Sale](#) · [Tutorial](#)

Quality: 66,021 global accepts · Rating: 900 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[QAQ_QWQ's solution](#)

31.

1668B

[Social Distance](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 900 · first AC: 2022-04-19 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[QAQ_QWQ's solution](#)

32.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: greedy, math

[QAQ_QWQ's solution](#)

33.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[QAQ_QWQ's solution](#)

34.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[QAQ_QWQ's solution](#)

35.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[QAQ_QWQ's solution](#)

36.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[QAQ_QWQ's solution](#)

37.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

38.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[QAQ_QWQ's solution](#)

39.

1605B

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Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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40.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: math

[QAQ_QWQ's solution](#)

41.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,067 global accepts · Rating: 1000 · first AC: 2020-11-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[QAQ_QWQ's solution](#)

42.

652B

[z-sort](#) · [Tutorial](#)

Quality: 11,808 global accepts · Rating: 1000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: sortings

[QAQ_QWQ's solution](#)

43.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[QAQ_QWQ's solution](#)

44.

2125C

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

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[QAQ_QWQ's solution](#)

45.

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,537 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[QAQ_QWQ's solution](#)

46.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[QAQ_QWQ's solution](#)

47.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2022-09-29 · last AC: 2022-10-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

48.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[QAQ_QWQ's solution](#)

49.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,697 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[QAQ_QWQ's solution](#)

50.

2181H

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Quality: 6,603 global accepts · Rating: 1200 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[QAQ_QWQ's solution](#)

51.

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

52.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[QAQ_QWQ's solution](#)

53.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,869 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[QAQ_QWQ's solution](#)

54.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,752 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[QAQ_QWQ's solution](#)

55.

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[QAQ_QWQ's solution](#)

56.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[QAQ_QWQ's solution](#)

57.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,418 global accepts · Rating: 1200 · first AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[QAQ_QWQ's solution](#)

58.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[QAQ_QWQ's solution](#)

59.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 1300 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[QAQ_QWQ's solution](#)

60.

2181A

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Quality: 3,733 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, strings

[QAQ_QWQ's solution](#)

61.

2150A

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Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation

[QAQ_QWQ's solution](#)

62.

1237B

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Quality: 22,775 global accepts · Rating: 1300 · first AC: 2023-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[QAQ_QWQ's solution](#)

63.

1776H

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Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

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64.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[QAQ_QWQ's solution](#)

65.

897B

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Quality: 7,550 global accepts · Rating: 1300 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[QAQ_QWQ's solution](#)

66.

2181B

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Quality: 5,679 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[QAQ_QWQ's solution](#)

67.

1772D

[Absolute Sorting](#) · [Tutorial](#)

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[QAQ_QWQ's solution](#)

68.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, strings

[QAQ_QWQ's solution](#)

69.

1559D1

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70.

1443C

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Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[QAQ_QWQ's solution](#)

71.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[QAQ_QWQ's solution](#)

72.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[QAQ_QWQ's solution](#)

73.

290B

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Quality: 2,617 global accepts · Rating: 1500 · first AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation

[QAQ_QWQ's solution](#)

74.

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,493 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

75.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[QAQ_QWQ's solution](#)

76.

1738C

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Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math

[QAQ_QWQ's solution](#)

77.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[QAQ_QWQ's solution](#)

78.

845C

[Two TVs](#) · [Tutorial](#)

Quality: 13,734 global accepts · Rating: 1500 · first AC: 2019-10-13 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[QAQ_QWQ's solution](#)

79.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,444 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math

[QAQ_QWQ's solution](#)

80.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[QAQ_QWQ's solution](#)

81.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[QAQ_QWQ's solution](#)

82.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[QAQ_QWQ's solution](#)

83.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[QAQ_QWQ's solution](#)

84.

154A

[Homework](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[QAQ_QWQ's solution](#)

85.

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[QAQ_QWQ's solution](#)

86.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[QAQ_QWQ's solution](#)

87.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[QAQ_QWQ's solution](#)

88.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

89.

2206J

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

Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[QAQ_QWQ's solution](#)

90.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[QAQ_QWQ's solution](#)

91.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,493 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[QAQ_QWQ's solution](#)

92.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math

[QAQ_QWQ's solution](#)

93.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[QAQ_QWQ's solution](#)

94.

1015E1

[Stars Drawing \(Easy Edition\)](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1700 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[QAQ_QWQ's solution](#)

95.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-18 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[QAQ_QWQ's solution](#)

96.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[QAQ_QWQ's solution](#)

97.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[QAQ_QWQ's solution](#)

98.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · last AC: 2023-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[QAQ_QWQ's solution](#)

99.

1779D

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

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[QAQ_QWQ's solution](#)

100.

896A

[Nephren gives a riddle](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 1700 · first AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar

[QAQ_QWQ's solution](#)

101.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[QAQ_QWQ's solution](#)

102.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

103.

22C

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

Quality: 3,809 global accepts · Rating: 1700 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: graphs

[QAQ_QWQ's solution](#)

104.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[QAQ_QWQ's solution](#)

105.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[QAQ_QWQ's solution](#)

106.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[QAQ_QWQ's solution](#)

107.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · last AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[QAQ_QWQ's solution](#)

108.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[QAQ_QWQ's solution](#)

109.

1334D

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

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[QAQ_QWQ's solution](#)

110.

1136D

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

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[QAQ_QWQ's solution](#)

111.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[QAQ_QWQ's solution](#)

112.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-01-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[QAQ_QWQ's solution](#)

113.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, implementation, math

[QAQ_QWQ's solution](#)

114.

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, number theory

[QAQ_QWQ's solution](#)

115.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers

[QAQ_QWQ's solution](#)

116.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[QAQ_QWQ's solution](#)

117.

930C

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

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

118.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[QAQ_QWQ's solution](#)

119.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, greedy

[QAQ_QWQ's solution](#)

120.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2023-09-09 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[QAQ_QWQ's solution](#)

121.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math

[QAQ_QWQ's solution](#)

122.

1015E2

[Stars Drawing \(Hard Edition\)](#) · [Tutorial](#)

Quality: 4,038 global accepts · Rating: 1900 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[QAQ_QWQ's solution](#)

123.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[QAQ_QWQ's solution](#)

124.

1237C2

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

Quality: 4,534 global accepts · Rating: 1900 · first AC: 2023-05-18 · last AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[QAQ_QWQ's solution](#)

125.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[QAQ_QWQ's solution](#)

126.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[QAQ_QWQ's solution](#)

127.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[QAQ_QWQ's solution](#)

128.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[QAQ_QWQ's solution](#)

129.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[QAQ_QWQ's solution](#)

130.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[QAQ_QWQ's solution](#)

131.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

132.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

133.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

134.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[QAQ_QWQ's solution](#)

135.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

136.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1900 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

137.

109B

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

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: brute force, probabilities

[QAQ_QWQ's solution](#)

138.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[QAQ_QWQ's solution](#)

139.

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[QAQ_QWQ's solution](#)

140.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[QAQ_QWQ's solution](#)

141.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[QAQ_QWQ's solution](#)

142.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[QAQ_QWQ's solution](#)

143.

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

144.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[QAQ_QWQ's solution](#)

145.

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[QAQ_QWQ's solution](#)

146.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2023-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games

[QAQ_QWQ's solution](#)

147.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[QAQ_QWQ's solution](#)

148.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[QAQ_QWQ's solution](#)

149.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2023-02-28 · last AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[QAQ_QWQ's solution](#)

150.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · last AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[QAQ_QWQ's solution](#)

151.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[QAQ_QWQ's solution](#)

152.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[QAQ_QWQ's solution](#)

153.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[QAQ_QWQ's solution](#)

154.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[QAQ_QWQ's solution](#)

155.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[QAQ_QWQ's solution](#)

156.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

157.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math

[QAQ_QWQ's solution](#)

158.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, sortings

[QAQ_QWQ's solution](#)

159.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[QAQ_QWQ's solution](#)

160.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

161.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[QAQ_QWQ's solution](#)

162.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[QAQ_QWQ's solution](#)

163.

362D

[Fools and Foolproof Roads](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2100 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[QAQ_QWQ's solution](#)

164.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

165.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2023-02-07 · last AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees

[QAQ_QWQ's solution](#)

166.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[QAQ_QWQ's solution](#)

167.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory

[QAQ_QWQ's solution](#)

168.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[QAQ_QWQ's solution](#)

169.

1787E

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

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · last AC: 2023-01-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

170.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[QAQ_QWQ's solution](#)

171.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[QAQ_QWQ's solution](#)

172.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[QAQ_QWQ's solution](#)

173.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[QAQ_QWQ's solution](#)

174.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

175.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

176.

1668D

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

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

[QAQ_QWQ's solution](#)

177.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[QAQ_QWQ's solution](#)

178.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[QAQ_QWQ's solution](#)

179.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[QAQ_QWQ's solution](#)

180.

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[QAQ_QWQ's solution](#)

181.

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2021-10-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[QAQ_QWQ's solution](#)

182.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[QAQ_QWQ's solution](#)

183.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[QAQ_QWQ's solution](#)

184.

2178F

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

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

[QAQ_QWQ's solution](#)

185.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[QAQ_QWQ's solution](#)

186.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, interactive

[QAQ_QWQ's solution](#)

187.

1178F1

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

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[QAQ_QWQ's solution](#)

188.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2023-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[QAQ_QWQ's solution](#)

189.

144E

[Competition](#) · [Tutorial](#)

Quality: 682 global accepts · Rating: 2200 · first AC: 2023-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

190.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[QAQ_QWQ's solution](#)

191.

1776B

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

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[QAQ_QWQ's solution](#)

192.

1785C

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

Quality: 2200 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[QAQ_QWQ's solution](#)

193.

1737D

[Ela and the Wiring Wizard · Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[QAQ_QWQ's solution](#)

194.

1646E

[Power Board · Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-11-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[QAQ_QWQ's solution](#)

195.

1656E

[Equal Tree Sums · Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[QAQ_QWQ's solution](#)

196.

1100E

[Andrew and Taxi · Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs

[QAQ_QWQ's solution](#)

197.

1045G

[AI robots · Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

198.

1552F

[Telepanting · Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, sortings

[QAQ_QWQ's solution](#)

199.

1717E

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

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · last AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[QAQ_QWQ's solution](#)

200.

1327D

[Infinite Path · Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[QAQ_QWQ's solution](#)

201.

1657E

[Star MST · Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graph matchings, math

[QAQ_QWQ's solution](#)

202.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[QAQ_QWQ's solution](#)

203.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[QAQ_QWQ's solution](#)

204.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

205.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[QAQ_QWQ's solution](#)

206.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-07-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[QAQ_QWQ's solution](#)

207.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-07-05 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[QAQ_QWQ's solution](#)

208.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, probabilities

[QAQ_QWQ's solution](#)

209.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[QAQ_QWQ's solution](#)

210.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,399 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, interactive

[QAQ_QWQ's solution](#)

211.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · last AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[QAQ_QWQ's solution](#)

212.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[QAQ_QWQ's solution](#)

213.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[QAQ_QWQ's solution](#)

214.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[QAQ_QWQ's solution](#)

215.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[QAQ_QWQ's solution](#)

216.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[QAQ_QWQ's solution](#)

217.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[QAQ_QWQ's solution](#)

218.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[QAQ_QWQ's solution](#)

219.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[QAQ_QWQ's solution](#)

220.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[QAQ_QWQ's solution](#)

221.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[QAQ_QWQ's solution](#)

222.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[QAQ_QWQ's solution](#)

223.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[QAQ_QWQ's solution](#)

224.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[QAQ_QWQ's solution](#)

225.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2021-04-26 · GNU C++11 (first AC) · Tags: flows

[QAQ_QWQ's solution](#)

226.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[QAQ_QWQ's solution](#)

227.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[QAQ_QWQ's solution](#)

228.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[QAQ_QWQ's solution](#)

229.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2022-12-13 · last AC: 2025-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[QAQ_QWQ's solution](#)

230.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-02-07 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math, matrices

[QAQ_QWQ's solution](#)

231.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[QAQ_QWQ's solution](#)

232.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-01-04 · last AC: 2024-01-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[QAQ_QWQ's solution](#)

233.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[QAQ_QWQ's solution](#)

234.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[QAQ_QWQ's solution](#)

235.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[QAQ_QWQ's solution](#)

236.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2023-08-07 · last AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[QAQ_QWQ's solution](#)

237.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, games, graph matchings

[QAQ_QWQ's solution](#)

238.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

239.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[QAQ_QWQ's solution](#)

240.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-24 · last AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[QAQ_QWQ's solution](#)

241.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-04-13 · last AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dfs and similar, games, graphs, greedy, math, sortings, trees

[QAQ_QWQ's solution](#)

242.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2023-04-08 · last AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[QAQ_QWQ's solution](#)

243.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[QAQ_QWQ's solution](#)

244.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2023-02-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[QAQ_QWQ's solution](#)

245.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-02-18 · last AC: 2023-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[QAQ_QWQ's solution](#)

246.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[QAQ_QWQ's solution](#)

247.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[QAQ_QWQ's solution](#)

248.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[QAQ_QWQ's solution](#)

249.

1779E

[Any'a Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[QAQ_QWQ's solution](#)

250.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[QAQ_QWQ's solution](#)

251.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search,

constructive algorithms, interactive

[QAQ_QWQ's solution](#)

252.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[QAQ_QWQ's solution](#)

253.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · last AC: 2022-10-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[QAQ_QWQ's solution](#)

254.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, probabilities

[QAQ_QWQ's solution](#)

255.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[QAQ_QWQ's solution](#)

256.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs

[QAQ_QWQ's solution](#)

257.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-06-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[QAQ_QWQ's solution](#)

258.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[QAQ_QWQ's solution](#)

259.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[QAQ_QWQ's solution](#)

260.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

261.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[QAQ_QWQ's solution](#)

262.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

263.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: data structures, trees

[QAQ_QWQ's solution](#)

264.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-07-10 · GNU C++11 (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

265.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2021-06-14 · GNU C++11 (first AC) · Tags: flows, trees

[QAQ_QWQ's solution](#)

266.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-05-29 · GNU C++11 (first AC) · Tags: flows, graphs

[QAQ_QWQ's solution](#)

267.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[QAQ_QWQ's solution](#)

268.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, games, trees

[QAQ_QWQ's solution](#)

269.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[QAQ_QWQ's solution](#)

270.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[QAQ_QWQ's solution](#)

271.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[QAQ_QWQ's solution](#)

272.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

273.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2023-09-10 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[QAQ_QWQ's solution](#)

274.

424E

[Colored Jenga](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 2500 · first AC: 2023-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, probabilities

[QAQ_QWQ's solution](#)

275.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[QAQ_QWQ's solution](#)

276.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[QAQ_QWQ's solution](#)

277.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[QAQ_QWQ's solution](#)

278.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2023-06-19 · last AC: 2023-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[QAQ_QWQ's solution](#)

279.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2023-06-02 · last AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[QAQ_QWQ's solution](#)

280.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[QAQ_QWQ's solution](#)

281.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[QAQ_QWQ's solution](#)

282.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-02-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[QAQ_QWQ's solution](#)

283.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, interactive, sortings

[QAQ_QWQ's solution](#)

284.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[QAQ_QWQ's solution](#)

285.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[QAQ_QWQ's solution](#)

286.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math

[QAQ_QWQ's solution](#)

287.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[QAQ_QWQ's solution](#)

288.

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2022-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[QAQ_QWQ's solution](#)

289.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[QAQ_QWQ's solution](#)

290.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-10-31 · last AC: 2022-10-31 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[QAQ_QWQ's solution](#)

291.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, graphs, implementation

[QAQ_QWQ's solution](#)

292.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-23 · last AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[QAQ_QWQ's solution](#)

293.

712E

[Memory and Casinos](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2022-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[QAQ_QWQ's solution](#)

294.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[QAQ_QWQ's solution](#)

295.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[QAQ_QWQ's solution](#)

296.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[QAQ_QWQ's solution](#)

297.

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[QAQ_QWQ's solution](#)

298.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

299.

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[QAQ_QWQ's solution](#)

300.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, trees

[QAQ_QWQ's solution](#)

301.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[QAQ_QWQ's solution](#)

302.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2024-01-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[QAQ_QWQ's solution](#)

303.

286D

[Tourists](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-01-21 · last AC: 2024-01-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[QAQ_QWQ's solution](#)

304.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2024-01-10 · last AC: 2024-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[QAQ_QWQ's solution](#)

305.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2023-10-22 · last AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[QAQ_QWQ's solution](#)

306.

1178F2

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

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

307.

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[QAQ_QWQ's solution](#)

308.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[QAQ_QWQ's solution](#)

309.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[QAQ_QWQ's solution](#)

310.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[QAQ_QWQ's solution](#)

311.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2023-08-15 · last AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs

[QAQ_QWQ's solution](#)

312.

1793F

[Rebrending](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-08-08 · last AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[QAQ_QWQ's solution](#)

313.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2023-07-21 · last AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[QAQ_QWQ's solution](#)

314.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[QAQ_QWQ's solution](#)

315.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[QAQ_QWQ's solution](#)

316.

1416D

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

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[QAQ_QWQ's solution](#)

317.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[QAQ_QWQ's solution](#)

318.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[QAQ_QWQ's solution](#)

319.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[QAQ_QWQ's solution](#)

320.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2600 · first AC: 2022-11-09 · last AC: 2022-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[QAQ_QWQ's solution](#)

321.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[QAQ_QWQ's solution](#)

322.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[QAQ_QWQ's solution](#)

323.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[QAQ_QWQ's solution](#)

324.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

325.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[QAQ_QWQ's solution](#)

326.

1580B

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

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[QAQ_QWQ's solution](#)

327.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

328.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[QAQ_QWQ's solution](#)

329.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[QAQ_QWQ's solution](#)

330.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[QAQ_QWQ's solution](#)

331.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[QAQ_QWQ's solution](#)

332.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math
[QAQ_QWQ's solution](#)

333.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[QAQ_QWQ's solution](#)

334.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-02-05 · last AC: 2021-07-27 · GNU C++11 (first AC) · Tags: math
[QAQ_QWQ's solution](#)

335.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-07-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[QAQ_QWQ's solution](#)

336.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2021-02-06 · GNU C++11 (first AC) · Tags: data structures, probabilities
[QAQ_QWQ's solution](#)

337.

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[QAQ_QWQ's solution](#)

338.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[QAQ_QWQ's solution](#)

339.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers
[QAQ_QWQ's solution](#)

340.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[QAQ_QWQ's solution](#)

341.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2023-08-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[QAQ_QWQ's solution](#)

342.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[QAQ_QWQ's solution](#)

343.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-08-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[QAQ_QWQ's solution](#)

344.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[QAQ_QWQ's solution](#)

345.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[QAQ_QWQ's solution](#)

346.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2022-09-13 · last AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[QAQ_QWQ's solution](#)

347.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-03-17 · last AC: 2023-03-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

348.

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-03-13 · last AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[QAQ_QWQ's solution](#)

349.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[QAQ_QWQ's solution](#)

350.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2023-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[QAQ_QWQ's solution](#)

351.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[QAQ_QWQ's solution](#)

352.

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-12-02 · last AC: 2022-12-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[QAQ_QWQ's solution](#)

353.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: probabilities, shortest paths

[QAQ_QWQ's solution](#)

354.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-10-26 · last AC: 2022-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees

[QAQ_QWQ's solution](#)

355.

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[QAQ_QWQ's solution](#)

356.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

357.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[QAQ_QWQ's solution](#)

358.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[QAQ_QWQ's solution](#)

359.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[QAQ_QWQ's solution](#)

360.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2022-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[QAQ_QWQ's solution](#)

361.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

[QAQ_QWQ's solution](#)

362.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[QAQ_QWQ's solution](#)

363.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[QAQ_QWQ's solution](#)

364.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[QAQ_QWQ's solution](#)

365.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[QAQ_QWQ's solution](#)

366.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-04-10 · GNU C++11 (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

367.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[QAQ_QWQ's solution](#)

368.

48H

[Black and White](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 2800 · first AC: 2025-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

369.

1379E

[Inverse Genealogy](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 2800 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees

[QAQ_QWQ's solution](#)

370.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2023-11-01 · last AC: 2023-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[QAQ_QWQ's solution](#)

371.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[QAQ_QWQ's solution](#)

372.

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-26 · last AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[QAQ_QWQ's solution](#)

373.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[QAQ_QWQ's solution](#)

374.

1606F

[Tree Queries · Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[QAQ_QWQ's solution](#)

375.

1842G

[Tenzing and Random Operations · Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[QAQ_QWQ's solution](#)

376.

1672F2

[Checker for Array Shuffling · Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[QAQ_QWQ's solution](#)

377.

10D

[LCIS · Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

378.

1383D

[Rearrange · Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[QAQ_QWQ's solution](#)

379.

1455F

[String and Operations · Tutorial](#)

Quality: 519 global accepts · Rating: 2800 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

380.

360E

[Levko and Game · Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, shortest paths

[QAQ_QWQ's solution](#)

381.

240E

[Road Repairs · Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[QAQ_QWQ's solution](#)

382.

1620F

[Bipartite Array · Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

383.

418D

[Big Problems for Organizers](#) · [Tutorial](#)

Quality: 546 global accepts · Rating: 2800 · first AC: 2023-06-14 · last AC: 2023-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, trees

[QAQ_QWQ's solution](#)

384.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2023-06-01 · last AC: 2023-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[QAQ_QWQ's solution](#)

385.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[QAQ_QWQ's solution](#)

386.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2023-02-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[QAQ_QWQ's solution](#)

387.

1776D

[Teamwork](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

388.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[QAQ_QWQ's solution](#)

389.

472E

[Design Tutorial: Learn from a Game](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2800 · first AC: 2022-11-07 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[QAQ_QWQ's solution](#)

390.

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-04-29 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[QAQ_QWQ's solution](#)

391.

1612F

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

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths

[QAQ_QWQ's solution](#)

392.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[QAQ_QWQ's solution](#)

393.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[QAQ_QWQ's solution](#)

394.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[QAQ_QWQ's solution](#)

395.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

396.

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2021-11-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[QAQ_QWQ's solution](#)

397.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings

[QAQ_QWQ's solution](#)

398.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[QAQ_QWQ's solution](#)

399.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[QAQ_QWQ's solution](#)

400.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[QAQ_QWQ's solution](#)

401.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-10-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[QAQ_QWQ's solution](#)

402.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[QAQ_QWQ's solution](#)

403.

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[QAQ_QWQ's solution](#)

404.

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2023-11-02 · last AC: 2023-11-02 · C++17 (GCC 9-64) (first AC) · Tags: dsu

[QAQ_QWQ's solution](#)

405.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2023-08-20 · last AC: 2023-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[QAQ_QWQ's solution](#)

406.

145D

[Lucky Pair](#) · [Tutorial](#)

Quality: 269 global accepts · Rating: 2900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[QAQ_QWQ's solution](#)

407.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-07-20 · last AC: 2023-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[QAQ_QWQ's solution](#)

408.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[QAQ_QWQ's solution](#)

409.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[QAQ_QWQ's solution](#)

410.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[QAQ_QWQ's solution](#)

411.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2023-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, matrices

[QAQ_QWQ's solution](#)

412.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-10-30 · last AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[QAQ_QWQ's solution](#)

413.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2900 · first AC: 2023-01-20 · last AC: 2023-01-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[QAQ_QWQ's solution](#)

414.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-12-04 · last AC: 2022-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[QAQ_QWQ's solution](#)

415.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows

[QAQ_QWQ's solution](#)

416.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[QAQ_QWQ's solution](#)

417.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

418.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[QAQ_QWQ's solution](#)

419.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[QAQ_QWQ's solution](#)

420.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[QAQ_QWQ's solution](#)

421.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, flows, graphs

[QAQ_QWQ's solution](#)

422.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[QAQ_QWQ's solution](#)

423.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[QAQ_QWQ's solution](#)

424.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, games, graphs, trees

[QAQ_QWQ's solution](#)

425.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[QAQ_QWQ's solution](#)

426.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[QAQ_QWQ's solution](#)

427.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-11-03 · last AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[QAQ_QWQ's solution](#)

428.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

429.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[QAQ_QWQ's solution](#)

430.

568E

[Longest Increasing Subsequence](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 3000 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[QAQ_QWQ's solution](#)

431.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2023-07-14 · last AC: 2023-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[QAQ_QWQ's solution](#)

432.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[QAQ_QWQ's solution](#)

433.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[QAQ_QWQ's solution](#)

434.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[QAQ_QWQ's solution](#)

435.

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[QAQ_QWQ's solution](#)

436.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-06-29 · last AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

437.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-06-11 · last AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[QAQ_QWQ's solution](#)

438.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2023-06-10 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[QAQ_QWQ's solution](#)

439.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math

[QAQ_QWQ's solution](#)

440.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-02-21 · last AC: 2023-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees

[QAQ_QWQ's solution](#)

441.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-02-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[QAQ_QWQ's solution](#)

442.

1672I

[PermutationForces](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3000 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

443.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2022-12-14 · last AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[QAQ_QWQ's solution](#)

444.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[QAQ_QWQ's solution](#)

445.

1667E

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

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-11-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[QAQ_QWQ's solution](#)

446.

429E

[Points and Segments](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 3000 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[QAQ_QWQ's solution](#)

447.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers

[QAQ_QWQ's solution](#)

448.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[QAQ_QWQ's solution](#)

449.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[QAQ_QWQ's solution](#)

450.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[QAQ_QWQ's solution](#)

451.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[QAQ_QWQ's solution](#)

452.

1583G

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

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[QAQ_QWQ's solution](#)

453.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[QAQ_QWQ's solution](#)

454.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry

[QAQ_QWQ's solution](#)

455.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

456.

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[QAQ_QWQ's solution](#)

457.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[QAQ_QWQ's solution](#)

458.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[QAQ_QWQ's solution](#)

459.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-04-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[QAQ_QWQ's solution](#)

460.

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[QAQ_QWQ's solution](#)

461.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[QAQ_QWQ's solution](#)

462.

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-03-13 · C++14 (GCC 6-32) (first AC) · Tags: two pointers

[QAQ_QWQ's solution](#)

463.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[QAQ_QWQ's solution](#)

464.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[QAQ_QWQ's solution](#)

465.

1887E

[Good Colorings](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2024-01-27 · last AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, graphs, interactive

[QAQ_QWQ's solution](#)

466.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2024-01-19 · last AC: 2024-01-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[QAQ_QWQ's solution](#)

467.

1329D

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

Quality: 536 global accepts · Rating: 3100 · first AC: 2024-01-11 · last AC: 2024-01-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[QAQ_QWQ's solution](#)

468.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2023-10-23 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[QAQ_QWQ's solution](#)

469.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft

[QAQ_QWQ's solution](#)

470.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2023-08-10 · last AC: 2023-08-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[QAQ_QWQ's solution](#)

471.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, strings

[QAQ_QWQ's solution](#)

472.

1628E

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

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[QAQ_QWQ's solution](#)

473.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-07-19 · last AC: 2023-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[QAQ_QWQ's solution](#)

474.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-07-03 · last AC: 2023-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[QAQ_QWQ's solution](#)

475.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2023-07-02 · last AC: 2023-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

476.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-07-01 · last AC: 2023-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[QAQ_QWQ's solution](#)

477.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[QAQ_QWQ's solution](#)

478.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy

[QAQ_QWQ's solution](#)

479.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

480.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[QAQ_QWQ's solution](#)

481.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[QAQ_QWQ's solution](#)

482.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-08-28 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar

[QAQ_QWQ's solution](#)

483.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[QAQ_QWQ's solution](#)

484.

1261F

[Xor-Set](#) · [Tutorial](#)

Quality: 442 global accepts · Rating: 3100 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, math

[QAQ_QWQ's solution](#)

485.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[QAQ_QWQ's solution](#)

486.

1599B

[Restaurant Game](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3100 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

487.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

488.

542B

[Duck Hunt](#) · [Tutorial](#)

Quality: 230 global accepts · Rating: 3100 · first AC: 2022-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

489.

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[QAQ_QWQ's solution](#)

490.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: flows, greedy

[QAQ_QWQ's solution](#)

491.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, greedy

[QAQ_QWQ's solution](#)

492.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[QAQ_QWQ's solution](#)

493.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[QAQ_QWQ's solution](#)

494.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[QAQ_QWQ's solution](#)

495.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-10-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[QAQ_QWQ's solution](#)

496.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-08-19 · last AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[QAQ_QWQ's solution](#)

497.

650E

[Clockwork Bomb](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 3200 · first AC: 2024-01-24 · last AC: 2024-01-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, greedy, trees

[QAQ_QWQ's solution](#)

498.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[QAQ_QWQ's solution](#)

499.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2024-01-16 · last AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers

[QAQ_QWQ's solution](#)

500.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2024-01-15 · last AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[QAQ_QWQ's solution](#)

501.

1598G

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

Quality: 405 global accepts · Rating: 3200 · first AC: 2023-11-27 · last AC: 2023-11-27 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[QAQ_QWQ's solution](#)

502.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[QAQ_QWQ's solution](#)

503.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[QAQ_QWQ's solution](#)

504.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2023-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[QAQ_QWQ's solution](#)

505.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2023-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy,

implementation

[QAQ_QWQ's solution](#)

506.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: trees

[QAQ_QWQ's solution](#)

507.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2023-08-01 · last AC: 2023-08-01 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[QAQ_QWQ's solution](#)

508.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-07-28 · last AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, probabilities, trees

[QAQ_QWQ's solution](#)

509.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-07-17 · last AC: 2023-07-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[QAQ_QWQ's solution](#)

510.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-07-10 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[QAQ_QWQ's solution](#)

511.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[QAQ_QWQ's solution](#)

512.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[QAQ_QWQ's solution](#)

513.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[QAQ_QWQ's solution](#)

514.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[QAQ_QWQ's solution](#)

515.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-02-06 · last AC: 2023-04-22 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[QAQ_QWQ's solution](#)

516.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2022-10-20 · last AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: strings, two pointers

[QAQ_QWQ's solution](#)

517.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees

[QAQ_QWQ's solution](#)

518.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-10-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[QAQ_QWQ's solution](#)

519.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

520.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[QAQ_QWQ's solution](#)

521.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[QAQ_QWQ's solution](#)

522.

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[QAQ_QWQ's solution](#)

523.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-09-15 · last AC: 2022-09-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[QAQ_QWQ's solution](#)

524.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2022-08-31 · last AC: 2022-08-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[QAQ_QWQ's solution](#)

525.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, geometry

[QAQ_QWQ's solution](#)

526.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2022-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[QAQ_QWQ's solution](#)

527.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, graphs, math

[QAQ_QWQ's solution](#)

528.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-05-17 · C++14 (GCC 6-32) (first AC) · Tags: games, graphs

[QAQ_QWQ's solution](#)

529.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[QAQ_QWQ's solution](#)

530.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs

[QAQ_QWQ's solution](#)

531.

1466H

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

Quality: 489 global accepts · Rating: 3300 · first AC: 2024-01-18 · last AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[QAQ_QWQ's solution](#)

532.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2024-01-12 · last AC: 2024-01-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

533.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[QAQ_QWQ's solution](#)

534.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2023-10-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

535.

1876E

[Ball-Stackable](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2023-10-10 · last AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, trees

[QAQ_QWQ's solution](#)

536.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[QAQ_QWQ's solution](#)

537.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2023-08-27 · last AC: 2023-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing

[QAQ_QWQ's solution](#)

538.

1148G

[Gold Experience](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3300 · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory, probabilities

[QAQ_QWQ's solution](#)

539.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-10-23 · last AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

540.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[QAQ_QWQ's solution](#)

541.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings

[QAQ_QWQ's solution](#)

542.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[QAQ_QWQ's solution](#)

543.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[QAQ_QWQ's solution](#)

544.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[QAQ_QWQ's solution](#)

545.

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, number theory

[QAQ_QWQ's solution](#)

546.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[QAQ_QWQ's solution](#)

547.

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths

[QAQ_QWQ's solution](#)

548.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-05-15 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

549.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[QAQ_QWQ's solution](#)

550.

1392I

[Kevin and Grid](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3300 · first AC: 2021-08-03 · GNU C++11 (first AC) · Tags: fft, graphs, math

[QAQ_QWQ's solution](#)

551.

1190F

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

Quality: 108 global accepts · Rating: 3400 · first AC: 2023-11-03 · last AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: number theory, probabilities

[QAQ_QWQ's solution](#)

552.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, trees

[QAQ_QWQ's solution](#)

553.

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-10-25 · last AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, interactive

[QAQ_QWQ's solution](#)

554.

1266H

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3400 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, matrices, meet-in-the-middle

[QAQ_QWQ's solution](#)

555.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[QAQ_QWQ's solution](#)

556.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2023-08-02 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[QAQ_QWQ's solution](#)

557.

1693E

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

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-03-11 · last AC: 2023-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

558.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-01-26 · last AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[QAQ_QWQ's solution](#)

559.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2022-12-28 · last AC: 2022-12-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[QAQ_QWQ's solution](#)

560.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-11-17 · last AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[QAQ_QWQ's solution](#)

561.

833E

[Caramel Clouds](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3400 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[QAQ_QWQ's solution](#)

562.

806F

[Test Data Generation](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

563.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2022-10-28 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[QAQ_QWQ's solution](#)

564.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[QAQ_QWQ's solution](#)

565.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[QAQ_QWQ's solution](#)

566.

1548E

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

Quality: 601 global accepts · Rating: 3400 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[QAQ_QWQ's solution](#)

567.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory

[QAQ_QWQ's solution](#)

568.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2022-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[QAQ_QWQ's solution](#)

569.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-09-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[QAQ_QWQ's solution](#)

570.

1491H

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

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[QAQ_QWQ's solution](#)

571.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[QAQ_QWQ's solution](#)

572.

1924F

[Anti-Proxy Attendance](#) · [Tutorial](#)

Quality: 226 global accepts · Rating: 3500 · first AC: 2024-02-13 · last AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search

[QAQ_QWQ's solution](#)

573.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2023-10-27 · last AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

574.

1423C

[Dušan's Railway](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3500 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, trees

[QAQ_QWQ's solution](#)

575.

1685D2

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

Quality: 132 global accepts · Rating: 3500 · first AC: 2023-10-13 · last AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[QAQ_QWQ's solution](#)

576.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[QAQ_QWQ's solution](#)

577.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[QAQ_QWQ's solution](#)

578.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2023-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[QAQ_QWQ's solution](#)

579.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2023-07-07 · last AC: 2023-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[QAQ_QWQ's solution](#)

580.

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2023-06-19 · last AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[QAQ_QWQ's solution](#)

581.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[QAQ_QWQ's solution](#)

582.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[QAQ_QWQ's solution](#)

583.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 3500 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[QAQ_QWQ's solution](#)

584.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2022-10-27 · last AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[QAQ_QWQ's solution](#)

585.

1500F

[Cupboards Jumps](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3500 · first AC: 2022-09-27 · last AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[QAQ_QWQ's solution](#)

586.

1637H

[Minimize Inversions Number](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[QAQ_QWQ's solution](#)

587.

1292E

[Rin and The Unknown Flower](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[QAQ_QWQ's solution](#)

588.

1540E

[Tasty Dishes](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices

[QAQ_QWQ's solution](#)

589.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2022-07-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[QAQ_QWQ's solution](#)

590.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, two pointers

[QAQ_QWQ's solution](#)

591.

106440J

[g_TUwja|kd](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

592.

106440C

[mTovaQC}](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

593.

106440K

[Qn-SU·f](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

594.

106440F

[w-TgtXEl](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

595.

106440H

[k\(N\)S0*](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

596.

106440G

[fufu - NpofA](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

597.

106440M

[Coryb Nax](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

598.

106440L

[PPIIIGG](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

599.

106440B

[QOS](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

600.

106225I

[Isaac's Queries](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

601.

106225G

[Git Gud](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

602.

106225H

[Hyper Smawk Bros](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · last AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

603.

106225L

[LFS](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

604.

106225C

[Chamber of Secrets 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

605.

106225J

[Jewels Building](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

606.

106225B

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

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

607.

106225A

[Adjusting Drones](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

608.

106225F

[Factory Table](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

609.

106225E

[Expansion Plan 2](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

610.

106225D

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

Rating: — · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

611.

106268G

[Charity Raffle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

612.

106268A

[Tatami Renovation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

613.

106268C

[Seagull Population](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

614.

106268I

[Game of Names](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

615.

106268H

[U-Shaped Panels](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

616.

106268E

[Cutting Tofu](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

617.

106268D

[Decompose and Concatenate](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

618.

106353G

[Group Photo](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

619.

106353H

[Hasty Haul](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

620.

106353C

[Canal Crossing](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

621.

106353B

[Bisecting Bargain](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

622.

106353A

[Arcade Crane](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

623.

106353J

[Juggling Keys](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

624.

106353E

[Erratic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

625.

106353K

[KIT Finding](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

626.

106353D

[Dreamcatcher](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

627.

106353F

[Fair Share](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

628.

106353L

[Last Christmas](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

629.

106416D

[Dropshipping](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

630.

106416K

[Kitten Greetings](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

631.

106416G

[GATA-CAT](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

632.

106416I

[Inversion Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

633.

106416A

[Ants on a Ring](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

634.

106416F

[Fun with Balls](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

635.

106416B

[Booksort](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

636.

106416J

[Jaime's Palace](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

637.

106416E

[Eye Exam](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

638.

105471E

[Dominating Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

639.

105471L

[Prism Palace](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

640.

105471A

[An Easy Geometry Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

641.

105471F

[An Easy Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

642.

105471M

[Random Variables](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

643.

105471N

[Python Program](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

644.

105471H

[Elimination Series Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

645.

105471G

[An Easy Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

646.

105471I

[Max GCD](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

647.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

648.

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

649.

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

650.

105255J

[Bridging the Gap](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

651.

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

652.

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

653.

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

654.

102511B

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

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

655.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

656.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

657.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

658.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

659.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

660.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

661.

102511K

[Traffic Blights](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

662.

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

663.

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

664.

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

665.

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

666.

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

667.

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

668.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

669.

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

670.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

671.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

672.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

673.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

674.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

675.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

676.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

677.

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

678.

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

679.

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

680.

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

681.

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

682.

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

683.

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

684.

102956H

[Bytelandia States Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

685.

102956F

[Border Similarity Undertaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

686.

102956A

[Belarusian State University](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

687.

102956B

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

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

688.

102956E

[Brief Statements Union](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

689.

102956C

[Brave Seekers of Unicorns](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

690.

102956D

[Bank Security Unification](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

691.

102956M

[Brilliant Sequence of Umbrellas](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

692.

102956G

[Biological Software Utilities](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

693.

102956I

[Binary Supersonic Utahraptors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

694.

102956N

[Best Solution Unknown](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

695.

102956J

[Burnished Security Updates](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

696.

102984H

[Stone Catch Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

697.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

698.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

699.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

700.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

701.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

702.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

703.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

704.

103260C

[Multiple?](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

705.

103260L

[Extreme Wealth](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

706.

103260A

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

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

707.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

708.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

709.

103260J

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

Rating: — · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

710.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

711.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

712.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

713.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

714.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

715.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

716.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

717.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

718.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

719.

103652H

[Quicksort](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

720.

103652B

[Linear Congruential Generator](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

721.

103652G

[Cosmic Cleaner](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

722.

103652L

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

723.

103652K

[Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

724.

103652E

[Power of Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

725.

106033E

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

Rating: — · first AC: 2025-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

726.

106033G

[Grid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

727.

106033I

[Imprisoned XII](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

728.

106033L

[Limited Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

729.

106033B

[BaCoder Testing Procedure](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

730.

106033J

[Journey](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

731.

103328A

[Traffic Jam](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

732.

103328H

[Mario Kart](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

733.

103328K

[This is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

734.

103328D

[String Repetition](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

735.

103328C

[Perfect Cactus](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

736.

103328I

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

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

737.

103328E

[Identity Subset](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

738.

103328J

[Hot Potato](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

739.

103328B

[Apple Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

740.

104508G

[Grouping Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

741.

104508C

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

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

742.

104508H

[Harmony Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

743.

104508I

[IMO Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

744.

104508F

[Fake Solution](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

745.

104508E

[Er Wei Shu Dian](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

746.

105646K

[Power Divisions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

747.

105646E

[Pattern Search II](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

748.

105646A

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

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

749.

105646H

[Weather Forecast](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

750.

105646C

[Radars](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

751.

105646D

[Xor Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

752.

105633D

[Tree Generators](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

753.

105633G

[Beyond the Former Explorer](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

754.

105633C

[Omnes Viae Yokohamam Ducunt?](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

755.

105633K

[Scheduling Two Meetings](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

756.

105633E

[E-Circuit Is Now on Sale!](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

757.

105633I

[Greatest of the Greatest Common Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

758.

105633B

[The Sparsest Number in Between](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

759.

105633A

[Ribbon on the Christmas Present](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

760.

106035B

[Language for machines](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

761.

106035F

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

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

762.

106035M

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

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

763.

106035H

[University ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

764.

106035D

[Elephant grassland](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

765.

106035E

[Nika and turnip](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

766.

106035C

[Unsuccessful pseudo-random](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

767.

106035I

[Nicka and the goldfish](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

768.

106035J

[Battleship](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

769.

106035N

[Auto-completion](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

770.

106035L

[Pills](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

771.

106035G

[Tree problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

772.

106035K

[Gray's numerical sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[QAQ_QWQ's solution](#)

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