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Unique solved — Qingyu

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

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Count: 692

1.

1842A

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2.

1810B

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3.

1810A

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4.

1530B

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5.

1530A

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6.

1804A

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7.

1774A

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8.

1765B

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9.

1764A

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10.

1749A

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11.

1746A

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12.

1746B

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13.

1742B

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14.

1742A

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15.

1741B

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16.

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17.

1736A

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19.

1703A

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20.

617A

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21.

546A

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22.

1730A

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23.

1725A

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24.

1712B

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25.

1712A

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26.

1716B

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27.

1716A

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28.

1704A

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29.

1706A

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30.

1637A

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31.

1621A

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32.

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33.

1616A

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34.

1620A

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35.

1608A

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36.

1284A

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1584A

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38.

1589A

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39.

1607A

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40.

158A

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41.

1593A

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42.

71A

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43.

4A

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44.

1598A

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45.

1594A

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46.

1592A

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47.

1579A

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48.

1574A

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1566B

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50.

1566A

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51.

1557A

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52.

1515A

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53.

1519B

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54.

1519A

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55.

1492A

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56.

1382A

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57.

1368A

[C+=](#) · [Tutorial](#)

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58.

1244A

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59.

1196A

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60.

987A

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61.

1093A

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62.

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63.

1003A

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64.

899A

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65.

509A

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66.

677A

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67.

47A

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68.

1099A

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69.

1108A

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70.

1097A

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71.

1096A

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72.

1064A

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73.

1047A

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74.

1038A

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strings

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75.

271A

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76.

49A

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77.

50A

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78.

386A

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79.

1017A

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80.

1013A

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81.

1764B

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82.

1749B

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83.

1742C

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84.

1737A

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85.

1584C

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86.

1609A

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87.

1589C

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88.

1607B

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89.

1047B

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90.

1057A

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91.

1110A

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92.

1107A

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93.

913A

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94.

1025A

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95.

1016A

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96.

1023B

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97.

1804B

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98.

1765M

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99.

1765E

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100.

753A

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101.

1725B

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102.

1704B

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103.

1620B

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104.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[Qingyu's solution](#)

105.

1589B

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

Rating: 1000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[Qingyu's solution](#)

106.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[Qingyu's solution](#)

107.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,201 global accepts · Rating: 1000 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

108.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Qingyu's solution](#)

109.

1515B

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

Quality: 27,066 global accepts · Rating: 1000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[Qingyu's solution](#)

110.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[Qingyu's solution](#)

111.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,296 global accepts · Rating: 1000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[Qingyu's solution](#)

112.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[Qingyu's solution](#)

113.

1244B

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

Quality: 17,543 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Qingyu's solution](#)

114.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2019-07-22 · last AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[Qingyu's solution](#)

115.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-22 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy, math

[Qingyu's solution](#)

116.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · last AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Qingyu's solution](#)

117.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,736 global accepts · Rating: 1000 · first AC: 2019-02-18 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[Qingyu's solution](#)

118.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2019-02-28 · GNU C++11 (first AC) · Tags: implementation, math

[Qingyu's solution](#)

119.

1111A

[Superhero Transformation](#) · [Tutorial](#)

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Qingyu's solution](#)

120.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[Qingyu's solution](#)

121.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2018-09-05 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[Qingyu's solution](#)

122.

886A

[ACM ICPC](#) · [Tutorial](#)

Quality: 11,216 global accepts · Rating: 1000 · first AC: 2018-08-13 · GNU C++11 (first AC) · Tags: brute force

[Qingyu's solution](#)

123.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,125 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[Qingyu's solution](#)

124.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-08-11 · last AC: 2018-08-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qingyu's solution](#)

125.

1842B

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

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Qingyu's solution](#)

126.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: math

[Qingyu's solution](#)

127.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,105 global accepts · Rating: 1100 · first AC: 2022-10-15 · last AC: 2022-10-15 · Go (first AC) · Tags: brute force, greedy, number theory

[Qingyu's solution](#)

128.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[Qingyu's solution](#)

129.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,267 global accepts · Rating: 1100 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Qingyu's solution](#)

130.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Qingyu's solution](#)

131.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[Qingyu's solution](#)

132.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Qingyu's solution](#)

133.

1609B

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

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

[Qingyu's solution](#)

134.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,137 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[Qingyu's solution](#)

135.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[Qingyu's solution](#)

136.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[Qingyu's solution](#)

137.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[Qingyu's solution](#)

138.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[Qingyu's solution](#)

139.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,406 global accepts · Rating: 1100 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[Qingyu's solution](#)

140.

690A1

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

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: —
[Qingyu's solution](#)

141.

1382B

[Sequential Nim](#) · [Tutorial](#)

Quality: 26,094 global accepts · Rating: 1100 · first AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp, games
[Qingyu's solution](#)

142.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[Qingyu's solution](#)

143.

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: math
[Qingyu's solution](#)

144.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search
[Qingyu's solution](#)

145.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,226 global accepts · Rating: 1100 · first AC: 2019-12-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[Qingyu's solution](#)

146.

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,457 global accepts · Rating: 1100 · first AC: 2019-02-18 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[Qingyu's solution](#)

147.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · last AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[Qingyu's solution](#)

148.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Qingyu's solution](#)

149.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2018-08-29 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Qingyu's solution](#)

150.

1874A

[Jellyfish and Game](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation

[Qingyu's solution](#)

151.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Qingyu's solution](#)

152.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,263 global accepts · Rating: 1200 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Qingyu's solution](#)

153.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[Qingyu's solution](#)

154.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,621 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Qingyu's solution](#)

155.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,257 global accepts · Rating: 1200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Qingyu's solution](#)

156.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Qingyu's solution](#)

157.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,937 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[Qingyu's solution](#)

158.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Qingyu's solution](#)

159.

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Qingyu's solution](#)

160.

1608B

[Build the Permutation](#) · [Tutorial](#)

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[Qingyu's solution](#)

161.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-12 · last AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[Qingyu's solution](#)

162.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,339 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[Qingyu's solution](#)

163.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[Qingyu's solution](#)

164.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[Qingyu's solution](#)

165.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[Qingyu's solution](#)

166.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,613 global accepts · Rating: 1200 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings
[Qingyu's solution](#)

167.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,707 global accepts · Rating: 1200 · first AC: 2019-10-09 · last AC: 2019-10-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[Qingyu's solution](#)

168.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[Qingyu's solution](#)

169.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: —
[Qingyu's solution](#)

170.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2019-04-21 · GNU C++11 (first AC) · Tags: data structures, implementation

[Qingyu's solution](#)

171.

1140D

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

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Qingyu's solution](#)

172.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · last AC: 2019-03-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[Qingyu's solution](#)

173.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,956 global accepts · Rating: 1200 · first AC: 2019-01-04 · last AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[Qingyu's solution](#)

174.

1064B

[Equations of Mathematical Magic](#) · [Tutorial](#)

Quality: 7,937 global accepts · Rating: 1200 · first AC: 2018-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qingyu's solution](#)

175.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,952 global accepts · Rating: 1200 · first AC: 2018-08-28 · GNU C++11 (first AC) · Tags: implementation, number theory

[Qingyu's solution](#)

176.

6C

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

Quality: 17,484 global accepts · Rating: 1200 · first AC: 2018-08-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[Qingyu's solution](#)

177.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-08-17 · GNU C++11 (first AC) · Tags: greedy, implementation

[Qingyu's solution](#)

178.

940A

[Points on the line](#) · [Tutorial](#)

Quality: 8,815 global accepts · Rating: 1200 · first AC: 2018-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[Qingyu's solution](#)

179.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-08 · last AC: 2018-08-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Qingyu's solution](#)

180.

1013B

[And](#) · [Tutorial](#)

Quality: 8,300 global accepts · Rating: 1200 · first AC: 2018-08-04 · GNU C++11 (first AC) · Tags: greedy

[Qingyu's solution](#)

181.

1810C

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

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[Qingyu's solution](#)

182.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Qingyu's solution](#)

183.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Qingyu's solution](#)

184.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[Qingyu's solution](#)

185.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[Qingyu's solution](#)

186.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[Qingyu's solution](#)

187.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,916 global accepts · Rating: 1300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Qingyu's solution](#)

188.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[Qingyu's solution](#)

189.

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[Qingyu's solution](#)

190.

1594E1

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

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[Qingyu's solution](#)

191.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[Qingyu's solution](#)

192.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[Qingyu's solution](#)

193.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[Qingyu's solution](#)

194.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[Qingyu's solution](#)

195.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,668 global accepts · Rating: 1300 · first AC: 2019-01-23 · last AC: 2019-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[Qingyu's solution](#)

196.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[Qingyu's solution](#)

197.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,518 global accepts · Rating: 1300 · first AC: 2019-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[Qingyu's solution](#)

198.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2018-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[Qingyu's solution](#)

199.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1300 · first AC: 2018-09-05 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Qingyu's solution](#)

200.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,812 global accepts · Rating: 1300 · first AC: 2018-09-06 · last AC: 2018-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[Qingyu's solution](#)

201.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

202.

675B

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

Quality: 7,733 global accepts · Rating: 1400 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[Qingyu's solution](#)

203.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[Qingyu's solution](#)

204.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[Qingyu's solution](#)

205.

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304.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
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305.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, ternary search, two pointers
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306.

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
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307.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-09-23 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
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308.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: dp
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309.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees
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310.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory

[Qingyu's solution](#)

311.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

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312.

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2018-09-05 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[Qingyu's solution](#)

313.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Qingyu's solution](#)

314.

1774E

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Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Qingyu's solution](#)

315.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[Qingyu's solution](#)

316.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[Qingyu's solution](#)

317.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[Qingyu's solution](#)

318.

1600E

[Array Game](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 1900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, two pointers

[Qingyu's solution](#)

319.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[Qingyu's solution](#)

320.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[Qingyu's solution](#)

321.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[Qingyu's solution](#)

322.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,443 global accepts · Rating: 1900 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[Qingyu's solution](#)

323.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[Qingyu's solution](#)

324.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,451 global accepts · Rating: 1900 · first AC: 2019-10-09 · last AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[Qingyu's solution](#)

325.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1900 · first AC: 2019-03-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Qingyu's solution](#)

326.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,114 global accepts · Rating: 1900 · first AC: 2019-02-18 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[Qingyu's solution](#)

327.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Qingyu's solution](#)

328.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Qingyu's solution](#)

329.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[Qingyu's solution](#)

330.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Qingyu's solution](#)

331.

963B

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

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Qingyu's solution](#)

332.

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Qingyu's solution](#)

333.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math, sortings

[Qingyu's solution](#)

334.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Qingyu's solution](#)

335.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[Qingyu's solution](#)

336.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,103 global accepts · Rating: 2000 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[Qingyu's solution](#)

337.

1716C

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

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[Qingyu's solution](#)

338.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[Qingyu's solution](#)

339.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[Qingyu's solution](#)

340.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Qingyu's solution](#)

341.

1157F

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

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Qingyu's solution](#)

342.

1600I

[Bubble Strike](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, probabilities

[Qingyu's solution](#)

343.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[Qingyu's solution](#)

344.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Qingyu's solution](#)

345.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Qingyu's solution](#)

346.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

347.

1417D

[Make Them Equal](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

348.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[Qingyu's solution](#)

349.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[Qingyu's solution](#)

350.

82D

[Two out of Three](#) · [Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: dp
[Qingyu's solution](#)

351.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: games
[Qingyu's solution](#)

352.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2020-07-12 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs
[Qingyu's solution](#)

353.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, sortings
[Qingyu's solution](#)

354.

1288E

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

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[Qingyu's solution](#)

355.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp
[Qingyu's solution](#)

356.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[Qingyu's solution](#)

357.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2019-07-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[Qingyu's solution](#)

358.

784E

[Twisted Circuit](#) · [Tutorial](#)

Quality: 2,039 global accepts · Rating: 2000 · first AC: 2018-09-23 · GNU C++11 (first AC) · Tags: *special, brute force, implementation
[Qingyu's solution](#)

359.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy
[Qingyu's solution](#)

360.

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data

structures, greedy, sortings

[Qingyu's solution](#)

361.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, matrices

[Qingyu's solution](#)

362.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Qingyu's solution](#)

363.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,310 global accepts · Rating: 2100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, math

[Qingyu's solution](#)

364.

1725F

[Field Photography](#) · [Tutorial](#)

Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, sortings

[Qingyu's solution](#)

365.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[Qingyu's solution](#)

366.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

367.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, hashing, sortings

[Qingyu's solution](#)

368.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[Qingyu's solution](#)

369.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,644 global accepts · Rating: 2100 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Qingyu's solution](#)

370.

1006F

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Quality: 6,888 global accepts · Rating: 2100 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[Qingyu's solution](#)

371.

209B

[Pixels](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qingyu's solution](#)

372.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[Qingyu's solution](#)

373.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[Qingyu's solution](#)

374.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[Qingyu's solution](#)

375.

1600D

[Hidden Fortress](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, interactive

[Qingyu's solution](#)

376.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[Qingyu's solution](#)

377.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[Qingyu's solution](#)

378.

1265E

[Beautiful Mirrors](#) · [Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[Qingyu's solution](#)

379.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[Qingyu's solution](#)

380.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2019-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[Qingyu's solution](#)

381.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-02-18 · last AC: 2019-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[Qingyu's solution](#)

382.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[Qingyu's solution](#)

383.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2018-09-08 · GNU C++11 (first AC) · Tags: binary search, interactive, probabilities

[Qingyu's solution](#)

384.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[Qingyu's solution](#)

385.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[Qingyu's solution](#)

386.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[Qingyu's solution](#)

387.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[Qingyu's solution](#)

388.

1737D

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

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[Qingyu's solution](#)

389.

1730D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[Qingyu's solution](#)

390.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[Qingyu's solution](#)

391.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Qingyu's solution](#)

392.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[Qingyu's solution](#)

393.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

[Qingyu's solution](#)

394.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[Qingyu's solution](#)

395.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[Qingyu's solution](#)

396.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[Qingyu's solution](#)

397.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Qingyu's solution](#)

398.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[Qingyu's solution](#)

399.

1567E

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

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[Qingyu's solution](#)

400.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[Qingyu's solution](#)

401.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[Qingyu's solution](#)

402.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

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403.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Qingyu's solution](#)

404.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[Qingyu's solution](#)

405.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Qingyu's solution](#)

406.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[Qingyu's solution](#)

407.

549G

[Happy Line](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2200 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[Qingyu's solution](#)

408.

97E

[Leaders](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2200 · first AC: 2020-12-20 · last AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Qingyu's solution](#)

409.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[Qingyu's solution](#)

410.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-27 · last AC: 2020-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Qingyu's solution](#)

411.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2020-06-28 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp
[Qingyu's solution](#)

412.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2200 · first AC: 2020-05-23 · last AC: 2020-05-26 · GNU C++11 (first AC) · Tags: fft, math
[Qingyu's solution](#)

413.

603C

[Liegies of Legendre](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: games, math
[Qingyu's solution](#)

414.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-04-03 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Qingyu's solution](#)

415.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms
[Qingyu's solution](#)

416.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees
[Qingyu's solution](#)

417.

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-03-06 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers
[Qingyu's solution](#)

418.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2019-07-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, probabilities, trees
[Qingyu's solution](#)

419.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2019-02-07 · last AC: 2019-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[Qingyu's solution](#)

420.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory, probabilities
[Qingyu's solution](#)

421.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[Qingyu's solution](#)

422.

1874C

[Jellyfish and EVA](#) · [Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[Qingyu's solution](#)

423.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Qingyu's solution](#)

424.

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[Qingyu's solution](#)

425.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Qingyu's solution](#)

426.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[Qingyu's solution](#)

427.

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Qingyu's solution](#)

428.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[Qingyu's solution](#)

429.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Qingyu's solution](#)

430.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[Qingyu's solution](#)

431.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[Qingyu's solution](#)

432.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[Qingyu's solution](#)

433.

467E

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

Quality: 852 global accepts · Rating: 2300 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[Qingyu's solution](#)

434.

1600F

[Party Organization](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, probabilities

[Qingyu's solution](#)

435.

1594E2

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

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[Qingyu's solution](#)

436.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[Qingyu's solution](#)

437.

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures

[Qingyu's solution](#)

438.

160D

[Edges in MST](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2300 · first AC: 2020-10-28 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[Qingyu's solution](#)

439.

690A2

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

Quality: 747 global accepts · Rating: 2300 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: —

[Qingyu's solution](#)

440.

1096F

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

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[Qingyu's solution](#)

441.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Qingyu's solution](#)

442.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-09-15 · last AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Qingyu's solution](#)

443.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Qingyu's solution](#)

444.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[Qingyu's solution](#)

445.

1172C1

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

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-04-19 · last AC: 2020-04-19 · GNU C++11 (first AC) · Tags: dp, probabilities

[Qingyu's solution](#)

446.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures

[Qingyu's solution](#)

447.

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[Qingyu's solution](#)

448.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2019-01-23 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[Qingyu's solution](#)

449.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2018-09-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Qingyu's solution](#)

450.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[Qingyu's solution](#)

451.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[Qingyu's solution](#)

452.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs

[Qingyu's solution](#)

453.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Qingyu's solution](#)

454.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[Qingyu's solution](#)

455.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[Qingyu's solution](#)

456.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[Qingyu's solution](#)

457.

1725L

[Lemper Cooking Competition](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 2400 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Qingyu's solution](#)

458.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[Qingyu's solution](#)

459.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[Qingyu's solution](#)

460.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Qingyu's solution](#)

461.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

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462.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[Qingyu's solution](#)

463.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Qingyu's solution](#)

464.

1032F

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

Quality: 1,144 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[Qingyu's solution](#)

465.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Qingyu's solution](#)

466.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[Qingyu's solution](#)

467.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Qingyu's solution](#)

468.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[Qingyu's solution](#)

469.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[Qingyu's solution](#)

470.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · last AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, sortings

[Qingyu's solution](#)

471.

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Qingyu's solution](#)

472.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures

[Qingyu's solution](#)

473.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2020-09-06 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[Qingyu's solution](#)

474.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-09-03 · last AC: 2020-09-03 · Clang++17 Diagnostics (first AC) · Tags: flows, graphs

[Qingyu's solution](#)

475.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-09-03 · last AC: 2020-09-03 · Clang++17 Diagnostics (first AC) · Tags: binary search, flows, graphs

[Qingyu's solution](#)

476.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2400 · first AC: 2020-05-11 · last AC: 2020-05-11 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft, math

[Qingyu's solution](#)

477.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-04-08 · last AC: 2020-04-08 · GNU C++11 (first AC) · Tags: data structures

[Qingyu's solution](#)

478.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Qingyu's solution](#)

479.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2019-02-10 · GNU C++11 (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[Qingyu's solution](#)

480.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[Qingyu's solution](#)

481.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest

paths, sortings, trees

[Qingyu's solution](#)

482.

1746E1

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

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

[Qingyu's solution](#)

483.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Qingyu's solution](#)

484.

753C

[Interactive Bulls and Cows \(Hard\)](#) · [Tutorial](#)

Quality: 400 global accepts · Rating: 2500 · first AC: 2022-10-14 · Go (first AC) · Tags: brute force, constructive algorithms, interactive

[Qingyu's solution](#)

485.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Qingyu's solution](#)

486.

1725K

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

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[Qingyu's solution](#)

487.

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[Qingyu's solution](#)

488.

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[Qingyu's solution](#)

489.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[Qingyu's solution](#)

490.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Qingyu's solution](#)

491.

1716E

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

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[Qingyu's solution](#)

492.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Qingyu's solution](#)

493.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[Qingyu's solution](#)

494.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Qingyu's solution](#)

495.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[Qingyu's solution](#)

496.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[Qingyu's solution](#)

497.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Qingyu's solution](#)

498.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-04-13 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: combinatorics, dp

[Qingyu's solution](#)

499.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · last AC: 2020-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[Qingyu's solution](#)

500.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: games

[Qingyu's solution](#)

501.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[Qingyu's solution](#)

502.

1321F

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

Quality: 2500 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: hashing, strings

[Qingyu's solution](#)

503.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-23 · last AC: 2020-06-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy

[Qingyu's solution](#)

504.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-03-31 · last AC: 2020-03-31 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[Qingyu's solution](#)

505.

1195F

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

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, math, sortings

[Qingyu's solution](#)

506.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2019-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Qingyu's solution](#)

507.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2019-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Qingyu's solution](#)

508.

1023F

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

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Qingyu's solution](#)

509.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[Qingyu's solution](#)

510.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[Qingyu's solution](#)

511.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[Qingyu's solution](#)

512.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Qingyu's solution](#)

513.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Qingyu's solution](#)

514.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[Qingyu's solution](#)

515.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Qingyu's solution](#)

516.

741C

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

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Qingyu's solution](#)

517.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees

[Qingyu's solution](#)

518.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Qingyu's solution](#)

519.

1600A

[Weights](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[Qingyu's solution](#)

520.

67C

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

Quality: 745 global accepts · Rating: 2600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[Qingyu's solution](#)

521.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[Qingyu's solution](#)

522.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[Qingyu's solution](#)

523.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: flows, graphs

[Qingyu's solution](#)

524.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2020-09-08 · last AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Qingyu's solution](#)

525.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math

[Qingyu's solution](#)

526.

1172C2

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

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-04-19 · last AC: 2020-04-19 · GNU C++11 (first AC) · Tags: dp, probabilities

[Qingyu's solution](#)

527.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2020-04-02 · last AC: 2020-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms

[Qingyu's solution](#)

528.

622F

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

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[Qingyu's solution](#)

529.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[Qingyu's solution](#)

530.

1111D

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

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[Qingyu's solution](#)

531.

1107F

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

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-01-27 · last AC: 2019-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[Qingyu's solution](#)

532.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2018-08-04 · last AC: 2018-08-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[Qingyu's solution](#)

533.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[Qingyu's solution](#)

534.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Qingyu's solution](#)

535.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[Qingyu's solution](#)

536.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[Qingyu's solution](#)

537.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Qingyu's solution](#)

538.

1600H

[Shortest path](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[Qingyu's solution](#)

539.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[Qingyu's solution](#)

540.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities

[Qingyu's solution](#)

541.

1270G

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

Quality: 2,960 global accepts · Rating: 2700 · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Qingyu's solution](#)

542.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-02-25 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[Qingyu's solution](#)

543.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[Qingyu's solution](#)

544.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[Qingyu's solution](#)

545.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Qingyu's solution](#)

546.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2020-04-22 · last AC: 2020-04-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[Qingyu's solution](#)

547.

933C

[A Colourful Prospect](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2700 · first AC: 2020-04-19 · last AC: 2020-04-19 · GNU C++11 (first AC) · Tags: geometry, graphs

[Qingyu's solution](#)

548.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2019-11-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[Qingyu's solution](#)

549.

48G

[Galaxy Union](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2700 · first AC: 2019-04-29 · GNU C++11 (first AC) · Tags: dp, trees, two pointers

[Qingyu's solution](#)

550.

1874D

[Jellyfish and Miku](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2800 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, math, probabilities

[Qingyu's solution](#)

551.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Qingyu's solution](#)

552.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[Qingyu's solution](#)

553.

1765I

[Infinite Chess](#) · [Tutorial](#)

Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[Qingyu's solution](#)

554.

1746F

[Kazaee](#) · [Tutorial](#)

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

[Qingyu's solution](#)

555.

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dsu, trees

[Qingyu's solution](#)

556.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Qingyu's solution](#)

557.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math

[Qingyu's solution](#)

558.

1578K

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

Quality: 408 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, implementation

[Qingyu's solution](#)

559.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[Qingyu's solution](#)

560.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[Qingyu's solution](#)

561.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[Qingyu's solution](#)

562.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, math

[Qingyu's solution](#)

563.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Qingyu's solution](#)

564.

1725D

[Deducing Sortability](#) · [Tutorial](#)

Quality: 232 global accepts · Rating: 2900 · first AC: 2022-09-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, math

[Qingyu's solution](#)

565.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-01-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, math, matrices

[Qingyu's solution](#)

566.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[Qingyu's solution](#)

567.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[Qingyu's solution](#)

568.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[Qingyu's solution](#)

569.

587E

[Duff as a Queen](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2900 · first AC: 2020-09-08 · last AC: 2020-09-08 · GNU C++11 (first AC) · Tags: data structures

[Qingyu's solution](#)

570.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2020-09-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, greedy

[Qingyu's solution](#)

571.

126E

[Pills](#) · [Tutorial](#)

Quality: 98 global accepts · Rating: 2900 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: brute force, flows

[Qingyu's solution](#)

572.

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: geometry

[Qingyu's solution](#)

573.

889D

[Symmetric Projections](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-05-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[Qingyu's solution](#)

574.

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2019-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[Qingyu's solution](#)

575.

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Qingyu's solution](#)

576.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Qingyu's solution](#)

577.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[Qingyu's solution](#)

578.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2022-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Qingyu's solution](#)

579.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[Qingyu's solution](#)

580.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[Qingyu's solution](#)

581.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-10-26 · last AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[Qingyu's solution](#)

582.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-03-25 · last AC: 2020-03-25 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Qingyu's solution](#)

583.

57E

[Chess](#) · [Tutorial](#)

Quality: 289 global accepts · Rating: 3000 · first AC: 2019-02-06 · C++17 (GCC 7-32) (first AC) · Tags: math, shortest paths

[Qingyu's solution](#)

584.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: math

[Qingyu's solution](#)

585.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy
[Qingyu's solution](#)

586.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[Qingyu's solution](#)

587.

468E

[Permanent](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3100 · first AC: 2021-01-20 · last AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, math, meet-in-the-middle
[Qingyu's solution](#)

588.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-05-26 · last AC: 2020-05-26 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
[Qingyu's solution](#)

589.

536E

[Tavas on the Path](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3100 · first AC: 2019-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees
[Qingyu's solution](#)

590.

164E

[Polycarpus and Tasks](#) · [Tutorial](#)

Quality: 74 global accepts · Rating: 3100 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: —
[Qingyu's solution](#)

591.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu
[Qingyu's solution](#)

592.

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2022-10-16 · last AC: 2022-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive
[Qingyu's solution](#)

593.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math
[Qingyu's solution](#)

594.

1510H

[Hard Optimization](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3200 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dp
[Qingyu's solution](#)

595.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-01-06 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Qingyu's solution](#)

596.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-12-26 · last AC: 2020-12-26 · Clang++17 Diagnostics (first AC) · Tags: constructive algorithms, flows, graphs

[Qingyu's solution](#)

597.

1045E

[Ancient civilizations](#) · [Tutorial](#)

Quality: 250 global accepts · Rating: 3200 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry

[Qingyu's solution](#)

598.

730L

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

Quality: 93 global accepts · Rating: 3200 · first AC: 2019-01-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[Qingyu's solution](#)

599.

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Qingyu's solution](#)

600.

1737F

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

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Qingyu's solution](#)

601.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures

[Qingyu's solution](#)

602.

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[Qingyu's solution](#)

603.

1710D

[Recover the Tree](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3400 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[Qingyu's solution](#)

604.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Qingyu's solution](#)

605.

843D

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

Quality: 1,196 global accepts · Rating: 3400 · first AC: 2021-02-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[Qingyu's solution](#)

606.

793G

[Oleg and chess](#) · [Tutorial](#)

Quality: 452 global accepts · Rating: 3400 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, flows, graph matchings

[Qingyu's solution](#)

607.

1097H

[Mateusz and an Infinite Sequence](#) · [Tutorial](#)

Quality: 139 global accepts · Rating: 3400 · first AC: 2019-03-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, strings

[Qingyu's solution](#)

608.

1874F

[Jellyfish and OEIS](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Qingyu's solution](#)

609.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2022-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games

[Qingyu's solution](#)

610.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2022-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Qingyu's solution](#)

611.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[Qingyu's solution](#)

612.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Qingyu's solution](#)

613.

1423N

[BubbleSquare Tokens](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[Qingyu's solution](#)

614.

1055G

[Jellyfish Nightmare](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3500 · first AC: 2019-05-20 · GNU C++11 (first AC) · Tags: —

[Qingyu's solution](#)

615.

104207D

[Mr. Panda and Circles](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Qingyu's solution](#)

616.

104207H

[Equidistance](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

617.

104207J

[Subway Chasing](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

618.

104207I

[Inkopolis](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

619.

104207G

[Alice's Stamps](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

620.

104207F

[Fair Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

621.

104207C

[Rich Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Qingyu's solution](#)

622.

104207K

[Knightmare](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · Python 3 (first AC) · Tags: —

[Qingyu's solution](#)

623.

104207A

[Dogs and Cages](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[Qingyu's solution](#)

624.

104207E

[Evil Forest](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

625.

102129C

[Medium Hadron Collider](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

626.

102129I

[Incomparable Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

627.

102129J

[The Zong of the Zee](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

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628.

102129D

[Basis Change](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

629.

102129F

[Milliarium Aureum](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

630.

102129H

[Game Of Chance](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

631.

102129A

[Tritwise Mex](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

632.

102129E

[Scored Nim](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

633.

102129K

[Expected Value](#) · Tutorial

Rating: — · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

634.

102082H

[Four-Coloring](#) · Tutorial

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

635.

102082C

[Emergency Evacuation](#) · Tutorial

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

636.

102082G

[What Goes Up Must Come Down](#) · Tutorial

Rating: — · first AC: 2022-12-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

637.

102082A

[Digits Are Not Just Characters](#) · Tutorial

Rating: — · first AC: 2022-12-06 · PyPy 3-64 (first AC) · Tags: —

[Qingyu's solution](#)

638.

102082B

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

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[Qingyu's solution](#)

639.

104090H

[RPG Pro League](#) · [Tutorial](#)

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640.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

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[Qingyu's solution](#)

641.

104090B

[Useful Algorithm](#) · [Tutorial](#)

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642.

104090E

[Oscar is All You Need](#) · [Tutorial](#)

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[Qingyu's solution](#)

643.

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
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644.

104090G

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645.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Qingyu's solution](#)

646.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Qingyu's solution](#)

647.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Qingyu's solution](#)

648.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[Qingyu's solution](#)

649.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

650.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

651.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

652.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

653.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

654.

102012E

[Rikka with Data Structures](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

655.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

656.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[Qingyu's solution](#)

657.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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658.

102012L

[Rikka with Grid Graphs](#) · [Tutorial](#)

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659.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

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660.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

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661.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

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663.

104023K

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664.

104023F

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104023D

[Sternhalma](#) · [Tutorial](#)

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667.

104023J

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[Qingyu's solution](#)

668.

104023C

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669.

104023G

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[Qingyu's solution](#)

670.

104023A

[Dunai](#) · [Tutorial](#)

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671.

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672.

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103861D

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675.

103861C

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676.

103861J

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677.

103861B

[Beautiful String](#) · Tutorial

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678.

103861L

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103861I

[Future Coder](#) · Tutorial

Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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680.

103861A

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Rating: — · first AC: 2022-11-29 · C++20 (GCC 11-64) (first AC) · Tags: —

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681.

103860D

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Rating: — · first AC: 2022-11-13 · C++20 (GCC 11-64) (first AC) · Tags: —

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103860B

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Rating: — · first AC: 2021-02-28 · C++17 (GCC 9-64) (first AC) · Tags: —

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