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Unique solved — SHZhang

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

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Filters: none

Count: 749

1.

1942A

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Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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2.

1919B

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Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy
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3.

1919A

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Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: games, math
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4.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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5.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,455 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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6.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
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7.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
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8.

1696A

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Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
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9.

1672B

[I love AAAB](#) · [Tutorial](#)

Quality: 16,468 global accepts · Rating: 800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
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10.

1672A

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11.

1656A

[Good Pairs](#) · [Tutorial](#)

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12.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings
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13.

1654A

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[SHZhang's solution](#)

14.

1637A

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15.

1621A

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16.

1616A

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17.

1615A

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18.

1608A

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[SHZhang's solution](#)

19.

1586A

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Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[SHZhang's solution](#)

20.

1566B

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Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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21.

1566A

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[SHZhang's solution](#)

22.

1556A

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23.

1553A

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24.

1552A

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25.

1530B

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26.

1530A

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27.

1523A

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28.

1534A

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[SHZhang's solution](#)

29.

1515A

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30.

1517A

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31.

1491A

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32.

1466B

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[SHZhang's solution](#)

33.

1466A

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34.

1450A

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35.

1428A

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36.

1408A

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37.

1392B

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38.

1392A

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39.

1368A

[C+=](#) · [Tutorial](#)

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40.

513A

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41.

1348A

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42.

1056A

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43.

1307A

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44.

1284A

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45.

1270A

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46.

1228A

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47.

1209A

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48.

1207A

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[SHZhang's solution](#)

49.

1200A

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50.

1178A

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[SHZhang's solution](#)

51.

1191A

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

Quality: 18,982 global accepts · Rating: 800 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[SHZhang's solution](#)

52.

1189A

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Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: strings

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53.

1951A

[Dual Trigger](#) · [Tutorial](#)

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54.

1764B

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55.

1696B

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56.

1609A

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57.

1610A

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58.

1588A

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[SHZhang's solution](#)

59.

1427A

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60.

1419A

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61.

1380A

[Three Indices](#) · [Tutorial](#)

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62.

611A

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

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63.

981A

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64.

1326B

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65.

1025A

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[SHZhang's solution](#)

66.

1208A

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67.

1110A

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68.

1166A

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69.

1566C

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70.

1515B

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[SHZhang's solution](#)

71.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy

[SHZhang's solution](#)

72.

1419D1

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73.

981B

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[SHZhang's solution](#)

74.

1326A

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75.

500A

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[SHZhang's solution](#)

76.

1237A

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

Quality: 22,121 global accepts · Rating: 1000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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77.

1260A

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Quality: 15,817 global accepts · Rating: 1000 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: math
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78.

1111A

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[SHZhang's solution](#)

79.

1199B

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Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[SHZhang's solution](#)

80.

1199A

[City Day](#) · [Tutorial](#)

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81.

1181A

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82.

1942B

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83.

1864B

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Quality: 16,616 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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84.

1685A

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Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings
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85.

1672C

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Quality: 14,035 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation

[SHZhang's solution](#)

86.

1656B

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[SHZhang's solution](#)

87.

1637B

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[SHZhang's solution](#)

88.

1616B

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[SHZhang's solution](#)

89.

1609B

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90.

1610B

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Quality: 23,387 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[SHZhang's solution](#)

91.

1566D1

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92.

1523B

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[SHZhang's solution](#)

93.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[SHZhang's solution](#)

94.

1428C

[ABBB](#) · [Tutorial](#)

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[SHZhang's solution](#)

95.

1375A

[Sign Flipping](#) · [Tutorial](#)

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[SHZhang's solution](#)

96.

633A

[Ebony and Ivory](#) · [Tutorial](#)

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97.

1365A

[Matrix Game](#) · [Tutorial](#)

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[SHZhang's solution](#)

98.

1334B

[Middle Class](#) · [Tutorial](#)

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99.

799A

[Carrot Cakes](#) · [Tutorial](#)

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100.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math
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101.

1119A

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[SHZhang's solution](#)

102.

985A

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103.

1189B

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104.

1166B

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105.

1157A

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Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: implementation
[SHZhang's solution](#)

106.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[SHZhang's solution](#)

107.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[SHZhang's solution](#)

108.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[SHZhang's solution](#)

109.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SHZhang's solution](#)

110.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SHZhang's solution](#)

111.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[SHZhang's solution](#)

112.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,805 global accepts · Rating: 1200 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[SHZhang's solution](#)

113.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[SHZhang's solution](#)

114.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SHZhang's solution](#)

115.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings

[SHZhang's solution](#)

116.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[SHZhang's solution](#)

117.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[SHZhang's solution](#)

118.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[SHZhang's solution](#)

119.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[SHZhang's solution](#)

120.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[SHZhang's solution](#)

121.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
[SHZhang's solution](#)

122.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,396 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[SHZhang's solution](#)

123.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,373 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[SHZhang's solution](#)

124.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[SHZhang's solution](#)

125.

1000A

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

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, implementation
[SHZhang's solution](#)

126.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[SHZhang's solution](#)

127.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[SHZhang's solution](#)

128.

1270B

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

Quality: 17,375 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SHZhang's solution](#)

129.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,786 global accepts · Rating: 1200 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SHZhang's solution](#)

130.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[SHZhang's solution](#)

131.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SHZhang's solution](#)

132.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[SHZhang's solution](#)

133.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[SHZhang's solution](#)

134.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[SHZhang's solution](#)

135.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[SHZhang's solution](#)

136.

1815A

[Ivan and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[SHZhang's solution](#)

137.

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SHZhang's solution](#)

138.

1667A

[Make it Increasing](#) · [Tutorial](#)

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[SHZhang's solution](#)

139.

1615B

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

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[SHZhang's solution](#)

140.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[SHZhang's solution](#)

141.

1601A

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

Quality: 21,096 global accepts · Rating: 1300 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory
[SHZhang's solution](#)

142.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[SHZhang's solution](#)

143.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[SHZhang's solution](#)

144.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[SHZhang's solution](#)

145.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,813 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[SHZhang's solution](#)

146.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,392 global accepts · Rating: 1300 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[SHZhang's solution](#)

147.

1466C

[Canine poetry](#) · [Tutorial](#)

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

148.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SHZhang's solution](#)

149.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SHZhang's solution](#)

150.

1381A1

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

Quality: 21,724 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[SHZhang's solution](#)

151.

633B

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

Quality: 7,238 global accepts · Rating: 1300 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[SHZhang's solution](#)

152.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,185 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers

[SHZhang's solution](#)

153.

1365B

[Trouble Sort](#) · [Tutorial](#)

Quality: 28,846 global accepts · Rating: 1300 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SHZhang's solution](#)

154.

611B

[New Year and Old Property](#) · [Tutorial](#)

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, implementation

[SHZhang's solution](#)

155.

1326C

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

Quality: 16,401 global accepts · Rating: 1300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[SHZhang's solution](#)

156.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SHZhang's solution](#)

157.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,780 global accepts · Rating: 1300 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[SHZhang's solution](#)

158.

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[SHZhang's solution](#)

159.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,370 global accepts · Rating: 1300 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, sortings
[SHZhang's solution](#)

160.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: implementation
[SHZhang's solution](#)

161.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2019-08-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[SHZhang's solution](#)

162.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,227 global accepts · Rating: 1300 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[SHZhang's solution](#)

163.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,681 global accepts · Rating: 1300 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[SHZhang's solution](#)

164.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,456 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy
[SHZhang's solution](#)

165.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: greedy
[SHZhang's solution](#)

166.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[SHZhang's solution](#)

167.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,586 global accepts · Rating: 1400 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[SHZhang's solution](#)

168.

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,324 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[SHZhang's solution](#)

169.

1764C

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

Quality: 10,446 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy
[SHZhang's solution](#)

170.

1696C

[Fishingprince Plays With Array](#) · Tutorial

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SHZhang's solution](#)

171.

1654C

[Alice and the Cake](#) · Tutorial

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[SHZhang's solution](#)

172.

1648A

[Weird Sum](#) · Tutorial

Quality: 18,771 global accepts · Rating: 1400 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[SHZhang's solution](#)

173.

1628A

[Meximum Array](#) · Tutorial

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[SHZhang's solution](#)

174.

1609C

[Complex Market Analysis](#) · Tutorial

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[SHZhang's solution](#)

175.

1548A

[Web of Lies](#) · Tutorial

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[SHZhang's solution](#)

176.

1540A

[Great Graphs](#) · Tutorial

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[SHZhang's solution](#)

177.

1515C

[Phoenix and Towers](#) · Tutorial

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SHZhang's solution](#)

178.

1517C

[Fillomino 2](#) · Tutorial

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[SHZhang's solution](#)

179.

1427B

[Chess Cheater](#) · Tutorial

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[SHZhang's solution](#)

180.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SHZhang's solution](#)

181.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[SHZhang's solution](#)

182.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SHZhang's solution](#)

183.

1375C

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

Quality: 22,950 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[SHZhang's solution](#)

184.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,983 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[SHZhang's solution](#)

185.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[SHZhang's solution](#)

186.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,129 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SHZhang's solution](#)

187.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SHZhang's solution](#)

188.

1348B

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

Quality: 27,491 global accepts · Rating: 1400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SHZhang's solution](#)

189.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: implementation, trees

[SHZhang's solution](#)

190.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1400 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, sortings

[SHZhang's solution](#)

191.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2020-02-25 · PyPy 3 (first AC) · Tags: math, number theory

[SHZhang's solution](#)

192.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[SHZhang's solution](#)

193.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[SHZhang's solution](#)

194.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[SHZhang's solution](#)

195.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2019-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SHZhang's solution](#)

196.

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SHZhang's solution](#)

197.

1263C

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

Quality: 14,663 global accepts · Rating: 1400 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, meet-in-the-middle, number theory

[SHZhang's solution](#)

198.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[SHZhang's solution](#)

199.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[SHZhang's solution](#)

200.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[SHZhang's solution](#)

201.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,595 global accepts · Rating: 1400 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[SHZhang's solution](#)

202.

1191C

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

Rating: 1400 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[SHZhang's solution](#)

203.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[SHZhang's solution](#)

204.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[SHZhang's solution](#)

205.

1621B

[Integers Shop](#) · [Tutorial](#)

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

[SHZhang's solution](#)

206.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[SHZhang's solution](#)

207.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers

[SHZhang's solution](#)

208.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[SHZhang's solution](#)

209.

1545A

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

Quality: 14,885 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings

[SHZhang's solution](#)

210.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[SHZhang's solution](#)

211.

1466D

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

Quality: 14,632 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[SHZhang's solution](#)

212.

1408C

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

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[SHZhang's solution](#)

213.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,722 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SHZhang's solution](#)

214.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[SHZhang's solution](#)

215.

1404A

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

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[SHZhang's solution](#)

216.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[SHZhang's solution](#)

217.

1379A

[Acacius and String](#) · [Tutorial](#)

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[SHZhang's solution](#)

218.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SHZhang's solution](#)

219.

1368B

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

Quality: 21,440 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[SHZhang's solution](#)

220.

611C

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

Quality: 9,034 global accepts · Rating: 1500 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[SHZhang's solution](#)

221.

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy

[SHZhang's solution](#)

222.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[SHZhang's solution](#)

223.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,346 global accepts · Rating: 1500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, math

[SHZhang's solution](#)

224.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[SHZhang's solution](#)

225.

1326D1

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

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

[SHZhang's solution](#)

226.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[SHZhang's solution](#)

227.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[SHZhang's solution](#)

228.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[SHZhang's solution](#)

229.

1263D

[Secret Passwords](#) · [Tutorial](#)

Quality: 16,005 global accepts · Rating: 1500 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[SHZhang's solution](#)

230.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SHZhang's solution](#)

231.

960B

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

Quality: 12,395 global accepts · Rating: 1500 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[SHZhang's solution](#)

232.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, two pointers

[SHZhang's solution](#)

233.

1207C

[Gas Pipeline](#) · [Tutorial](#)

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

[SHZhang's solution](#)

234.

1119C

[Rameses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SHZhang's solution](#)

235.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[SHZhang's solution](#)

236.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[SHZhang's solution](#)

237.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SHZhang's solution](#)

238.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,612 global accepts · Rating: 1500 · first AC: 2019-07-08 · PyPy 3 (first AC) · Tags: greedy, implementation, strings

[SHZhang's solution](#)

239.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,034 global accepts · Rating: 1500 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: binary search, sortings, two pointers

[SHZhang's solution](#)

240.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[SHZhang's solution](#)

241.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[SHZhang's solution](#)

242.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[SHZhang's solution](#)

243.

1610C

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

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[SHZhang's solution](#)

244.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SHZhang's solution](#)

245.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[SHZhang's solution](#)

246.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[SHZhang's solution](#)

247.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[SHZhang's solution](#)

248.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,990 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[SHZhang's solution](#)

249.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SHZhang's solution](#)

250.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SHZhang's solution](#)

251.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,296 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[SHZhang's solution](#)

252.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[SHZhang's solution](#)

253.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[SHZhang's solution](#)

254.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,079 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees

[SHZhang's solution](#)

255.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,636 global accepts · Rating: 1600 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[SHZhang's solution](#)

256.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, sortings

[SHZhang's solution](#)

257.

1348C

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

Quality: 15,484 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[SHZhang's solution](#)

258.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,668 global accepts · Rating: 1600 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[SHZhang's solution](#)

259.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[SHZhang's solution](#)

260.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: math, number theory

[SHZhang's solution](#)

261.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[SHZhang's solution](#)

262.

500C

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

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[SHZhang's solution](#)

263.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[SHZhang's solution](#)

264.

1295C

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

Quality: 13,846 global accepts · Rating: 1600 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[SHZhang's solution](#)

265.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[SHZhang's solution](#)

266.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[SHZhang's solution](#)

267.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[SHZhang's solution](#)

268.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[SHZhang's solution](#)

269.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[SHZhang's solution](#)

270.

1025B

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

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, number theory

[SHZhang's solution](#)

271.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[SHZhang's solution](#)

272.

1199D

[Welfare State](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SHZhang's solution](#)

273.

1199C

[MP3](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: two pointers

[SHZhang's solution](#)

274.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-07-05 · GNU C++11 (first AC) · Tags: trees

[SHZhang's solution](#)

275.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[SHZhang's solution](#)

276.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[SHZhang's solution](#)

277.

1688E

[Railway System](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, interactive, sortings

[SHZhang's solution](#)

278.

1677B

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

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[SHZhang's solution](#)

279.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[SHZhang's solution](#)

280.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[SHZhang's solution](#)

281.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[SHZhang's solution](#)

282.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[SHZhang's solution](#)

283.

1528B

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

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

284.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[SHZhang's solution](#)

285.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[SHZhang's solution](#)

286.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[SHZhang's solution](#)

287.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[SHZhang's solution](#)

288.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[SHZhang's solution](#)

289.

634C

[Factory Repairs](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SHZhang's solution](#)

290.

634B

[XOR Equation](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, implementation, math

[SHZhang's solution](#)

291.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[SHZhang's solution](#)

292.

1381A2

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

Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[SHZhang's solution](#)

293.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[SHZhang's solution](#)

294.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,821 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[SHZhang's solution](#)

295.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[SHZhang's solution](#)

296.

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[SHZhang's solution](#)

297.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[SHZhang's solution](#)

298.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: greedy, implementation, interactive, sortings

[SHZhang's solution](#)

299.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[SHZhang's solution](#)

300.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[SHZhang's solution](#)

301.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[SHZhang's solution](#)

302.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[SHZhang's solution](#)

303.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees

[SHZhang's solution](#)

304.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[SHZhang's solution](#)

305.

1268A

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

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[SHZhang's solution](#)

306.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, probabilities, trees

[SHZhang's solution](#)

307.

1237C1

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

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy

[SHZhang's solution](#)

308.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[SHZhang's solution](#)

309.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[SHZhang's solution](#)

310.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

311.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

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[SHZhang's solution](#)

312.

1209D

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313.

960C

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314.

1111C

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315.

1111B

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316.

1157E

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Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

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317.

1648B

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Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

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318.

1637D

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Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

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319.

1630B

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320.

1586D

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321.

1572A

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322.

1556D

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323.

1556C

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Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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324.

1548B

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Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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325.

1552D

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

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326.

1552C

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327.

1534D

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Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees

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328.

1517D

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Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

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329.

1508B

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Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

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330.

1500A

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Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math

[SHZhang's solution](#)

331.

1491D

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Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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332.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SHZhang's solution](#)

333.

1466E

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Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math

[SHZhang's solution](#)

334.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[SHZhang's solution](#)

335.

1446B

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Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

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336.

1442B

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Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[SHZhang's solution](#)

337.

1442A

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Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[SHZhang's solution](#)

338.

1396B

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Quality: 12,938 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[SHZhang's solution](#)

339.

1394A

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Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[SHZhang's solution](#)

340.

1381B

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Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SHZhang's solution](#)

341.

513G1

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342.

513B2

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Quality: 2,930 global accepts · Rating: 1800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, math
[SHZhang's solution](#)

343.

1355C

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Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math, two pointers
[SHZhang's solution](#)

344.

1326D2

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

Quality: 11,758 global accepts · Rating: 1800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[SHZhang's solution](#)

345.

1338B

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[SHZhang's solution](#)

346.

1334D

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Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
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347.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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348.

1290B

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[SHZhang's solution](#)

349.

799C

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[SHZhang's solution](#)

350.

1254B1

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Quality: 5,007 global accepts · Rating: 1800 · first AC: 2019-12-10 · MS C++ 2017 (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers
[SHZhang's solution](#)

351.

1261B2

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Rating: 1800 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy,

sortings

[SHZhang's solution](#)

352.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms

[SHZhang's solution](#)

353.

538D

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354.

1207D

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[SHZhang's solution](#)

355.

1119D

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[SHZhang's solution](#)

356.

1191D

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[SHZhang's solution](#)

357.

1746D

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[SHZhang's solution](#)

358.

1696D

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359.

1677C

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Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

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360.

1656D

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Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[SHZhang's solution](#)

361.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures,

implementation

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362.

1558B

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363.

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

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364.

1508A

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Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

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365.

1483B

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Rating: 1900 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

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366.

1495B

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Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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367.

1470B

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[SHZhang's solution](#)

368.

1477B

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369.

1428D

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370.

1404B

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371.

1375D

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372.

633C

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Quality: 3,376 global accepts · Rating: 1900 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, implementation, sortings, string suffix structures, strings

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373.

1365E

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374.

1348D

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[SHZhang's solution](#)

375.

1000D

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376.

981D

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377.

500D

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378.

1270D

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379.

1237C2

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[SHZhang's solution](#)

380.

1260D

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381.

1228D

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382.

1208D

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383.

1207E

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384.

1119E

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385.

1181C

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386.

1951E

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[SHZhang's solution](#)

387.

1951D

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388.

1815B

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389.

1764D

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[SHZhang's solution](#)

390.

1696E

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Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[SHZhang's solution](#)

391.

1672F1

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Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

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392.

1641B

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Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[SHZhang's solution](#)

393.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[SHZhang's solution](#)

394.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[SHZhang's solution](#)

395.

1588B

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

Rating: 2000 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[SHZhang's solution](#)

396.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SHZhang's solution](#)

397.

1558C

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Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SHZhang's solution](#)

398.

1458B

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Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

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399.

1427C

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Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SHZhang's solution](#)

400.

1427D

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Quality: 3,696 global accepts · Rating: 2000 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[SHZhang's solution](#)

401.

1408D

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Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[SHZhang's solution](#)

402.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SHZhang's solution](#)

403.

1416C

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Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[SHZhang's solution](#)

404.

542C

[Idempotent functions](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 2000 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
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405.

1379C

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Quality: 6,081 global accepts · Rating: 2000 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[SHZhang's solution](#)

406.

633D

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Quality: 3,051 global accepts · Rating: 2000 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, math
[SHZhang's solution](#)

407.

513C

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Quality: 1,669 global accepts · Rating: 2000 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, probabilities
[SHZhang's solution](#)

408.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
[SHZhang's solution](#)

409.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2020-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings
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410.

1349C

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Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[SHZhang's solution](#)

411.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[SHZhang's solution](#)

412.

1344B

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Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[SHZhang's solution](#)

413.

432D

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Quality: 11,991 global accepts · Rating: 2000 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

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414.

171E

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Quality: 1,601 global accepts · Rating: 2000 · first AC: 2020-03-29 · Secret_171 (first AC) · Tags: *special

[SHZhang's solution](#)

415.

1204D1

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

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

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416.

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

[SHZhang's solution](#)

417.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,436 global accepts · Rating: 2000 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[SHZhang's solution](#)

418.

1256F

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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[SHZhang's solution](#)

419.

933B

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Quality: 2,055 global accepts · Rating: 2000 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: math

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420.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[SHZhang's solution](#)

421.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[SHZhang's solution](#)

422.

1237D

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Quality: 4,779 global accepts · Rating: 2000 · first AC: 2019-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[SHZhang's solution](#)

423.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, two pointers

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424.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[SHZhang's solution](#)

425.

891B

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Quality: 3,241 global accepts · Rating: 2000 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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426.

1209G1

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Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[SHZhang's solution](#)

427.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[SHZhang's solution](#)

428.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: games

[SHZhang's solution](#)

429.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,364 global accepts · Rating: 2000 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[SHZhang's solution](#)

430.

1199E

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Rating: 2000 · first AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[SHZhang's solution](#)

431.

1157F

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

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[SHZhang's solution](#)

432.

1942D

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Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[SHZhang's solution](#)

433.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[SHZhang's solution](#)

434.

1654D

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Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[SHZhang's solution](#)

435.

1637E

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Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[SHZhang's solution](#)

436.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[SHZhang's solution](#)

437.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[SHZhang's solution](#)

438.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[SHZhang's solution](#)

439.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[SHZhang's solution](#)

440.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[SHZhang's solution](#)

441.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[SHZhang's solution](#)

442.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[SHZhang's solution](#)

443.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[SHZhang's solution](#)

444.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SHZhang's solution](#)

445.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[SHZhang's solution](#)

446.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[SHZhang's solution](#)

447.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[SHZhang's solution](#)

448.

542F

[Quest](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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449.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[SHZhang's solution](#)

450.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[SHZhang's solution](#)

451.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,415 global accepts · Rating: 2100 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math

[SHZhang's solution](#)

452.

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search

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453.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,507 global accepts · Rating: 2100 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[SHZhang's solution](#)

454.

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing, strings

[SHZhang's solution](#)

455.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[SHZhang's solution](#)

456.

1204D2

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

Quality: 3,395 global accepts · Rating: 2100 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings

[SHZhang's solution](#)

457.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, greedy

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458.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings

[SHZhang's solution](#)

459.

1039B

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Quality: 2,596 global accepts · Rating: 2100 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

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460.

1254B2

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

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[SHZhang's solution](#)

461.

1263E

[Editor](#) · [Tutorial](#)

Quality: 2,974 global accepts · Rating: 2100 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[SHZhang's solution](#)

462.

1240C

[Paint the Tree](#) · [Tutorial](#)

Quality: 2100 · first AC: 2019-10-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[SHZhang's solution](#)

463.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[SHZhang's solution](#)

464.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2019-09-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games

[SHZhang's solution](#)

465.

895D

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[SHZhang's solution](#)

466.

960D

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Quality: 1,946 global accepts · Rating: 2100 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, trees

[SHZhang's solution](#)

467.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[SHZhang's solution](#)

468.

1027E

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Quality: 2,362 global accepts · Rating: 2100 · first AC: 2019-08-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

469.

985D

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Quality: 2,753 global accepts · Rating: 2100 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[SHZhang's solution](#)

470.

985E

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471.

1815C

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472.

1672E

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

[SHZhang's solution](#)

473.

1641C

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[SHZhang's solution](#)

474.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[SHZhang's solution](#)

475.

1615D

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[SHZhang's solution](#)

476.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[SHZhang's solution](#)

477.

1556E

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Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

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478.

1552F

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Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

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479.

1515E

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Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

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480.

1503C

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

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

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481.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[SHZhang's solution](#)

482.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[SHZhang's solution](#)

483.

1477C

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

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[SHZhang's solution](#)

484.

1428E

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Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[SHZhang's solution](#)

485.

634D

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Rating: 2200 · first AC: 2020-08-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, greedy

[SHZhang's solution](#)

486.

981E

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Quality: 2,536 global accepts · Rating: 2200 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[SHZhang's solution](#)

487.

1338C

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Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[SHZhang's solution](#)

488.

1334E

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Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

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489.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

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490.

617E

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Quality: 10,614 global accepts · Rating: 2200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: data structures

[SHZhang's solution](#)

491.

521C

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Rating: 2200 · first AC: 2020-01-29 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[SHZhang's solution](#)

492.

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,383 global accepts · Rating: 2200 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, strings

[SHZhang's solution](#)

493.

1261C

[Arson In Berland Forest](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[SHZhang's solution](#)

494.

1261D1

[Wrong Answer on test 233 \(Easy Version\)](#) · [Tutorial](#)

Rating: 2200 · first AC: 2019-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[SHZhang's solution](#)

495.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[SHZhang's solution](#)

496.

1225E

[Rock Is Push](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 2200 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[SHZhang's solution](#)

497.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2019-08-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[SHZhang's solution](#)

498.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[SHZhang's solution](#)

499.

1097D

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

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-08-20 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[SHZhang's solution](#)

500.

1039C

[Network Safety](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2200 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, math, sortings

[SHZhang's solution](#)

501.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-08-16 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp

[SHZhang's solution](#)

502.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[SHZhang's solution](#)

503.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[SHZhang's solution](#)

504.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[SHZhang's solution](#)

505.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[SHZhang's solution](#)

506.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[SHZhang's solution](#)

507.

1610E

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

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[SHZhang's solution](#)

508.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory

[SHZhang's solution](#)

509.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[SHZhang's solution](#)

510.

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[SHZhang's solution](#)

511.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[SHZhang's solution](#)

512.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[SHZhang's solution](#)

513.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[SHZhang's solution](#)

514.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[SHZhang's solution](#)

515.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[SHZhang's solution](#)

516.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[SHZhang's solution](#)

517.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[SHZhang's solution](#)

518.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[SHZhang's solution](#)

519.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[SHZhang's solution](#)

520.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[SHZhang's solution](#)

521.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,574 global accepts · Rating: 2300 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[SHZhang's solution](#)

522.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2020-02-20 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: flows

[SHZhang's solution](#)

523.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: data structures, dp, dsu

[SHZhang's solution](#)

524.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, probabilities

[SHZhang's solution](#)

525.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SHZhang's solution](#)

526.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[SHZhang's solution](#)

527.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math

[SHZhang's solution](#)

528.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2019-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[SHZhang's solution](#)

529.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[SHZhang's solution](#)

530.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2019-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[SHZhang's solution](#)

531.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, number theory, two pointers

[SHZhang's solution](#)

532.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

533.

838E

[Convex Countour](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 2300 · first AC: 2019-08-17 · GNU C++11 (first AC) · Tags: dp

[SHZhang's solution](#)

534.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[SHZhang's solution](#)

535.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[SHZhang's solution](#)

536.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[SHZhang's solution](#)

537.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[SHZhang's solution](#)

538.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[SHZhang's solution](#)

539.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[SHZhang's solution](#)

540.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[SHZhang's solution](#)

541.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[SHZhang's solution](#)

542.

1483D

[Useful Edges](#) · [Tutorial](#)

Quality: 2400 · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[SHZhang's solution](#)

543.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[SHZhang's solution](#)

544.

1450F

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

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[SHZhang's solution](#)

545.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[SHZhang's solution](#)

546.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[SHZhang's solution](#)

547.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[SHZhang's solution](#)

548.

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2020-06-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[SHZhang's solution](#)

549.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[SHZhang's solution](#)

550.

513G2

[Inversions problem](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2400 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[SHZhang's solution](#)

551.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[SHZhang's solution](#)

552.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[SHZhang's solution](#)

553.

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: data structures, dsu
[SHZhang's solution](#)

554.

780F

[Axel and Marston in Bitland](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2400 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, matrices
[SHZhang's solution](#)

555.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[SHZhang's solution](#)

556.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[SHZhang's solution](#)

557.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[SHZhang's solution](#)

558.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs
[SHZhang's solution](#)

559.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices
[SHZhang's solution](#)

560.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2400 · first AC: 2020-01-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[SHZhang's solution](#)

561.

1286C1

[Madhouse \(Easy version\)](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[SHZhang's solution](#)

562.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, interactive
[SHZhang's solution](#)

563.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[SHZhang's solution](#)

564.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2019-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[SHZhang's solution](#)

565.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2019-11-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[SHZhang's solution](#)

566.

1074D

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

Rating: 2400 · first AC: 2019-10-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, hashing

[SHZhang's solution](#)

567.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[SHZhang's solution](#)

568.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[SHZhang's solution](#)

569.

1688F

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

Rating: 2500 · first AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu

[SHZhang's solution](#)

570.

1677D

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

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

[SHZhang's solution](#)

571.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[SHZhang's solution](#)

572.

1586F

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

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs,

greedy, math

[SHZhang's solution](#)

573.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[SHZhang's solution](#)

574.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[SHZhang's solution](#)

575.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[SHZhang's solution](#)

576.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[SHZhang's solution](#)

577.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[SHZhang's solution](#)

578.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[SHZhang's solution](#)

579.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[SHZhang's solution](#)

580.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[SHZhang's solution](#)

581.

1375E

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

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[SHZhang's solution](#)

582.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[SHZhang's solution](#)

583.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2020-04-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[SHZhang's solution](#)

584.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2019-10-25 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[SHZhang's solution](#)

585.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: —

[SHZhang's solution](#)

586.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[SHZhang's solution](#)

587.

1188A2

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

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2020-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[SHZhang's solution](#)

588.

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: —

[SHZhang's solution](#)

589.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[SHZhang's solution](#)

590.

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-03-12 · last AC: 2020-03-14 · GNU C++11 (first AC) · Tags: combinatorics, math

[SHZhang's solution](#)

591.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory, probabilities

[SHZhang's solution](#)

592.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-02-26 · last AC: 2020-02-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs

and similar, dsu, graphs

[SHZhang's solution](#)

593.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SHZhang's solution](#)

594.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-11-12 · MS C++ 2017 (first AC) · Tags: dp, graphs, implementation

[SHZhang's solution](#)

595.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[SHZhang's solution](#)

596.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[SHZhang's solution](#)

597.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[SHZhang's solution](#)

598.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[SHZhang's solution](#)

599.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[SHZhang's solution](#)

600.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[SHZhang's solution](#)

601.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[SHZhang's solution](#)

602.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math,

probabilities

[SHZhang's solution](#)

603.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SHZhang's solution](#)

604.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[SHZhang's solution](#)

605.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[SHZhang's solution](#)

606.

1439B

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

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[SHZhang's solution](#)

607.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[SHZhang's solution](#)

608.

1416D

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

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[SHZhang's solution](#)

609.

542E

[Playing on Graph](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[SHZhang's solution](#)

610.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[SHZhang's solution](#)

611.

513E1

[Subarray Cuts](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SHZhang's solution](#)

612.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[SHZhang's solution](#)

613.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[SHZhang's solution](#)

614.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[SHZhang's solution](#)

615.

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[SHZhang's solution](#)

616.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-10-22 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SHZhang's solution](#)

617.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2020-03-26 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[SHZhang's solution](#)

618.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[SHZhang's solution](#)

619.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math

[SHZhang's solution](#)

620.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2020-02-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[SHZhang's solution](#)

621.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[SHZhang's solution](#)

622.

528C

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

Rating: 2600 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[SHZhang's solution](#)

623.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[SHZhang's solution](#)

624.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[SHZhang's solution](#)

625.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[SHZhang's solution](#)

626.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[SHZhang's solution](#)

627.

513F1

[Scaygerboss](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2700 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: flows

[SHZhang's solution](#)

628.

351D

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

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SHZhang's solution](#)

629.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[SHZhang's solution](#)

630.

458D

[Bingo!](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[SHZhang's solution](#)

631.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[SHZhang's solution](#)

632.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: data structures, hashing, strings, two pointers

[SHZhang's solution](#)

633.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2019-12-28 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees

[SHZhang's solution](#)

634.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-03-25 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: fft, math, strings

[SHZhang's solution](#)

635.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[SHZhang's solution](#)

636.

1179D

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

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[SHZhang's solution](#)

637.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

638.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, probabilities

[SHZhang's solution](#)

639.

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[SHZhang's solution](#)

640.

1672F2

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

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SHZhang's solution](#)

641.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[SHZhang's solution](#)

642.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[SHZhang's solution](#)

643.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

644.

1608E

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

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[SHZhang's solution](#)

645.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[SHZhang's solution](#)

646.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[SHZhang's solution](#)

647.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SHZhang's solution](#)

648.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[SHZhang's solution](#)

649.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2020-11-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[SHZhang's solution](#)

650.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[SHZhang's solution](#)

651.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

[SHZhang's solution](#)

652.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[SHZhang's solution](#)

653.

513F2

[Scaygerboss](#) · [Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2020-06-06 · C++17 (GCC 7-32) (first AC) · Tags: flows

[SHZhang's solution](#)

654.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-04-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[SHZhang's solution](#)

655.

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2020-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[SHZhang's solution](#)

656.

1764G1

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

Quality: 700 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[SHZhang's solution](#)

657.

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[SHZhang's solution](#)

658.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[SHZhang's solution](#)

659.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[SHZhang's solution](#)

660.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[SHZhang's solution](#)

661.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[SHZhang's solution](#)

662.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math

[SHZhang's solution](#)

663.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2020-08-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[SHZhang's solution](#)

664.

1314E

[Strange Function](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[SHZhang's solution](#)

665.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2020-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[SHZhang's solution](#)

666.

217D

[Bitonix' Patrol](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 2900 · first AC: 2020-04-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, math

[SHZhang's solution](#)

667.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2019-11-21 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[SHZhang's solution](#)

668.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2020-04-04 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[SHZhang's solution](#)

669.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2020-03-14 · last AC: 2020-03-14 · GNU C++11 (first AC) · Tags: —

[SHZhang's solution](#)

670.

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[SHZhang's solution](#)

671.

1609G

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

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[SHZhang's solution](#)

672.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[SHZhang's solution](#)

673.

1586G

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

Rating: 3000 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[SHZhang's solution](#)

674.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[SHZhang's solution](#)

675.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-08-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[SHZhang's solution](#)

676.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, matrices

[SHZhang's solution](#)

677.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-06-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[SHZhang's solution](#)

678.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: interactive

[SHZhang's solution](#)

679.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2020-04-07 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[SHZhang's solution](#)

680.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 3000 · first AC: 2020-03-05 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[SHZhang's solution](#)

681.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2020-04-05 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[SHZhang's solution](#)

682.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[SHZhang's solution](#)

683.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math

[SHZhang's solution](#)

684.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[SHZhang's solution](#)

685.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[SHZhang's solution](#)

686.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2020-04-19 · GNU C++11 (first AC) · Tags: constructive algorithms

[SHZhang's solution](#)

687.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2020-04-06 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[SHZhang's solution](#)

688.

830E

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

Quality: 338 global accepts · Rating: 3100 · first AC: 2020-01-10 · last AC: 2020-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[SHZhang's solution](#)

689.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, games, greedy, trees

[SHZhang's solution](#)

690.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices

[SHZhang's solution](#)

691.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[SHZhang's solution](#)

692.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[SHZhang's solution](#)

693.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[SHZhang's solution](#)

694.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[SHZhang's solution](#)

695.

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-01-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings

[SHZhang's solution](#)

696.

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive

[SHZhang's solution](#)

697.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2019-07-06 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[SHZhang's solution](#)

698.

1737F

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

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[SHZhang's solution](#)

699.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[SHZhang's solution](#)

700.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[SHZhang's solution](#)

701.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SHZhang's solution](#)

702.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[SHZhang's solution](#)

703.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2020-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math

[SHZhang's solution](#)

704.

1060H

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

Quality: 245 global accepts · Rating: 3300 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[SHZhang's solution](#)

705.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2020-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[SHZhang's solution](#)

706.

855G

[Harry Vs Voldemort](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[SHZhang's solution](#)

707.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

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708.

1299E

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Quality: 197 global accepts · Rating: 3400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math

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709.

756F

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710.

1239F

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711.

1500F

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Quality: 434 global accepts · Rating: 3500 · first AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

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712.

1456E

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713.

1508F

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Quality: 151 global accepts · Rating: 3500 · first AC: 2021-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

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714.

1439E

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Quality: 248 global accepts · Rating: 3500 · first AC: 2020-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, games, trees

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715.

1292E

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716.

1158F

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Quality: 504 global accepts · Rating: 3500 · first AC: 2020-04-10 · last AC: 2020-04-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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717.

2214J

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718.

2214E

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Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, shortest paths

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719.

2214C

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Quality: 1,820 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

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720.

2214B

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Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

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721.

2214A

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Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, graph matchings, implementation

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722.

104427K

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723.

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724.

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104427B

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731.

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733.

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734.

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735.

102431A

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736.

102341G

[Gurdurr](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

737.

102341J

[Jigglypuff](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

738.

102341A

[Alakazam](#) · [Tutorial](#)

Rating: — · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

739.

102501B

[Biodiversity](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

740.

102501F

[Icebergs](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

741.

102501I

[Rats](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

742.

102501C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[SHZhang's solution](#)

743.

1331H

[It's showtime](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: — · first AC: 2020-04-01 · UnknownX (first AC) · Tags: *special

[SHZhang's solution](#)

744.

1331E

[Jordan Smiley](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, geometry, implementation

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745.

1331F

[Elementary!](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, brute force, dp, strings

[SHZhang's solution](#)

746.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[SHZhang's solution](#)

747.

1331B

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Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math, number theory

[SHZhang's solution](#)

748.

1331C

[...And after happily lived ever they · Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, bitmasks

[SHZhang's solution](#)

749.

1331A

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Quality: 17,507 global accepts · Rating: — · first AC: 2020-04-01 · Python 3 (first AC) · Tags: *special

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