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Quality: 25,736 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Tang2's solution

118.
1474A
Puzzle From the Future · Tutorial
Quality: 23,359 global accepts · Rating: 800 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Tang2's solution

119.
1922A
Tricky Template · Tutorial
Quality: 28,852 global accepts · Rating: 800 · first AC: 2024-01-18 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
Tang2's solution

120.
1539B
Love Song · Tutorial
Quality: 26,751 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
Tang2's solution

121.
1526A
Mean Inequality · Tutorial
Quality: 25,018 global accepts · Rating: 800 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
Tang2's solution

122.
1445A
Array Rearrangment · Tutorial
Quality: 20,364 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Tang2's solution

123.
1382A
Common Subsequence · Tutorial
Quality: 27,362 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force
Tang2's solution

124.
1397A
Juggling Letters · Tutorial
Quality: 29,833 global accepts · Rating: 800 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Tang2's solution

125.
1405A
Permutation Forgery · Tutorial
Quality: 21,908 global accepts · Rating: 800 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Tang2's solution

126.
1622A
Construct a Rectangle · Tutorial
Quality: 32,036 global accepts · Rating: 800 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
Tang2's solution

127.
1598A
Computer Game · Tutorial
Quality: 25,644 global accepts · Rating: 800 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation
Tang2's solution

128.
1709A
Three Doors · Tutorial
Quality: 31,596 global accepts · Rating: 800 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation,

math
Tang2's solution

129.
1353B
Two Arrays And Swaps · Tutorial
Quality: 58,132 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Tang2's solution

130.
1353A
Most Unstable Array · Tutorial
Quality: 44,591 global accepts · Rating: 800 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Tang2's solution

131.
1492A
Three swimmers · Tutorial
Quality: 23,383 global accepts · Rating: 800 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: math
Tang2's solution

132.
1617A
Forbidden Subsequence · Tutorial
Quality: 17,008 global accepts · Rating: 800 · first AC: 2024-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
Tang2's solution

133.
1779A
Hall of Fame · Tutorial
Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Tang2's solution

134.
1916A
2023 · Tutorial
Quality: 28,314 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Tang2's solution

135.
1466A
Bovine Dilemma · Tutorial
Quality: 23,208 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math
Tang2's solution

136.
1466B
Last minute enhancements · Tutorial
Quality: 23,595 global accepts · Rating: 800 · first AC: 2023-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Tang2's solution

137.
1360B
Honest Coach · Tutorial
Quality: 53,730 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Tang2's solution

138.
1360A
Minimal Square · Tutorial
Quality: 57,103 global accepts · Rating: 800 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

139.
1367B
Even Array · Tutorial
Quality: 63,953 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

140.
1367A
Short Substrings · Tutorial
Quality: 67,714 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Tang2's solution

141.
1385B
Restore the Permutation by Merger · Tutorial
Quality: 39,593 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Tang2's solution

142.
1385A
Three Pairwise Maximums · Tutorial
Quality: 43,350 global accepts · Rating: 800 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: math
Tang2's solution

143.
1658B
Marin and Anti-coprime Permutation · Tutorial
Quality: 19,546 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory
Tang2's solution

144.
1658A
Marin and Photoshoot · Tutorial
Quality: 20,908 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
Tang2's solution

145.
1699A
The Third Three Number Problem · Tutorial
Quality: 24,780 global accepts · Rating: 800 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

146.
1909A
Distinct Buttons · Tutorial
Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Tang2's solution

147.
1703C
Cypher · Tutorial
Quality: 40,843 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
Tang2's solution

148.
1703B
ICPC Balloons · Tutorial
Quality: 66,190 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
Tang2's solution

149.
1703A
YES or YES? · Tutorial
Quality: 97,264 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings
Tang2's solution

150.
1669C
Odd/Even Increments · Tutorial
Quality: 41,483 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
Tang2's solution

151.
1669B
Triple · Tutorial
Quality: 55,553 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings
Tang2's solution

152.
1669A
Division? · Tutorial
Quality: 88,565 global accepts · Rating: 800 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

153.
1684B
Z mod X = C · Tutorial
Quality: 21,845 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

154.
1684A
Digit Minimization · Tutorial
Quality: 24,937 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, math, strings
Tang2's solution

155.
1654B
Prefix Removals · Tutorial
Quality: 16,778 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: strings
Tang2's solution

156.
1654A
Maximum Cake Tastiness · Tutorial
Quality: 19,391 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings
Tang2's solution

157.
1692A
Marathon · Tutorial
Quality: 85,766 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

158.
1692B
All Distinct · Tutorial
Quality: 39,438 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Tang2's solution

159.
1692C
Where's the Bishop? · Tutorial
Quality: 38,919 global accepts · Rating: 800 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

160.
1722C
Word Game · Tutorial
Quality: 36,182 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

Tang2's solution

161.
1722A
Spell Check · Tutorial
Quality: 65,646 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

162.
1722B
Colourblindness · Tutorial
Quality: 56,466 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

163.
1704A
Two 0-1 Sequences · Tutorial
Quality: 16,651 global accepts · Rating: 800 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

164.
1607A
Linear Keyboard · Tutorial
Quality: 40,686 global accepts · Rating: 800 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Tang2's solution

165.
1913A
Rating Increase · Tutorial
Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

166.
1626A
Equidistant Letters · Tutorial
Quality: 30,877 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
Tang2's solution

167.
1616A
Integer Diversity · Tutorial
Quality: 23,829 global accepts · Rating: 800 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

168.
1633B
Minority · Tutorial
Quality: 29,403 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Tang2's solution

169.
1633A
Div. 7 · Tutorial
Quality: 36,023 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force
Tang2's solution

170.
1681B
Card Trick · Tutorial
Quality: 21,038 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Tang2's solution

171.
1681A
Game with Cards · Tutorial
Quality: 21,686 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

Tang2's solution

172.
1697A
Parkway Walk · Tutorial
Quality: 26,741 global accepts · Rating: 800 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Tang2's solution

173.
1905A
Constructive Problems · Tutorial
Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

174.
1542A
Odd Set · Tutorial
Quality: 51,639 global accepts · Rating: 800 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math
Tang2's solution

175.
1873D
1D Eraser · Tutorial
Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers
Tang2's solution

176.
1873A
Short Sort · Tutorial
Quality: 71,415 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
Tang2's solution

177.
1873B
Good Kid · Tutorial
Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
Tang2's solution

178.
1873C
Target Practice · Tutorial
Quality: 70,035 global accepts · Rating: 800 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Tang2's solution

179.
1567A
Domino Disaster · Tutorial
Quality: 31,718 global accepts · Rating: 800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
Tang2's solution

180.
1537A
Arithmetic Array · Tutorial
Quality: 40,982 global accepts · Rating: 800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

181.
1592A
Gamer Hemose · Tutorial
Quality: 23,791 global accepts · Rating: 800 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings
Tang2's solution

182.
1582A
Luntik and Concerts · Tutorial
Quality: 19,752 global accepts · Rating: 800 · first AC: 2023-12-11 · last AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: math

Tang2's solution

183.
1605A
A.M. Deviation · Tutorial
Quality: 21,646 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Tang2's solution

184.
1623A
Robot Cleaner · Tutorial
Quality: 20,720 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math
Tang2's solution

185.
1627A
Not Shading · Tutorial
Quality: 24,897 global accepts · Rating: 800 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

186.
1632A
ABC · Tutorial
Quality: 31,070 global accepts · Rating: 800 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

187.
1665A
GCD vs LCM · Tutorial
Quality: 26,207 global accepts · Rating: 800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

188.
1674A
Number Transformation · Tutorial
Quality: 27,971 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

189.
1674B
Dictionary · Tutorial
Quality: 29,410 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Tang2's solution

190.
1680B
Robots · Tutorial
Quality: 19,086 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

191.
1680A
Minimums and Maximums · Tutorial
Quality: 22,353 global accepts · Rating: 800 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Tang2's solution

192.
1903A
Halloumi Boxes · Tutorial
Quality: 79,695 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
Tang2's solution

193.
1698B
Rising Sand · Tutorial
Quality: 21,466 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy,

implementation
Tang2's solution

194.
1698A
XOR Mixup · Tutorial
Quality: 32,881 global accepts · Rating: 800 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force
Tang2's solution

195.
1399B
Gifts Fixing · Tutorial
Quality: 46,814 global accepts · Rating: 800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Tang2's solution

196.
1399A
Remove Smallest · Tutorial
Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
Tang2's solution

197.
1690C
Restoring the Duration of Tasks · Tutorial
Quality: 28,098 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
Tang2's solution

198.
1690B
Array Decrements · Tutorial
Quality: 26,934 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Tang2's solution

199.
1690A
Print a Pedestal (Codeforces logo?) · Tutorial
Quality: 35,635 global accepts · Rating: 800 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

200.
1720B
Interesting Sum · Tutorial
Quality: 22,415 global accepts · Rating: 800 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
Tang2's solution

201.
1691A
Beat The Odds · Tutorial
Quality: 32,209 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
Tang2's solution

202.
1706A
Another String Minimization Problem · Tutorial
Quality: 24,255 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
Tang2's solution

203.
1700A
Optimal Path · Tutorial
Quality: 23,680 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Tang2's solution

204.
1670A
Prof. Slim · Tutorial
Quality: 15,996 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
Tang2's solution

205.
1417A
Copy-paste · Tutorial
Quality: 18,722 global accepts · Rating: 800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

206.
1634A
Reverse and Concatenate · Tutorial
Quality: 24,653 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Tang2's solution

207.
1689A
Lex String · Tutorial
Quality: 17,728 global accepts · Rating: 800 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
Tang2's solution

208.
1661A
Array Balancing · Tutorial
Quality: 19,370 global accepts · Rating: 800 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

209.
1651A
Playoff · Tutorial
Quality: 26,663 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

210.
1651B
Prove Him Wrong · Tutorial
Quality: 20,481 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

211.
1657A
Integer Moves · Tutorial
Quality: 24,901 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
Tang2's solution

212.
1657B
XY Sequence · Tutorial
Quality: 23,609 global accepts · Rating: 800 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Tang2's solution

213.
1671A
String Building · Tutorial
Quality: 21,387 global accepts · Rating: 800 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

214.
1569A
Balanced Substring · Tutorial
Quality: 26,554 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

215.
1716B
Permutation Chain · Tutorial
Quality: 21,953 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

216.
1716A
2-3 Moves · Tutorial
Quality: 35,847 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

217.
1891A
Sorting with Twos · Tutorial
Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
Tang2's solution

218.
1780A
Hayato and School · Tutorial
Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

219.
1682A
Palindromic Indices · Tutorial
Quality: 19,966 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Tang2's solution

220.
1625A
Ancient Civilization · Tutorial
Quality: 18,286 global accepts · Rating: 800 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
Tang2's solution

221.
1890B
Qingshan Loves Strings · Tutorial
Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

222.
1890A
Doremy's Paint 3 · Tutorial
Quality: 57,161 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Tang2's solution

223.
1594A
Consecutive Sum Riddle · Tutorial
Quality: 27,121 global accepts · Rating: 800 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math
Tang2's solution

224.
1793A
Yet Another Promotion · Tutorial
Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-10-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

225.
1337A
Ichihime and Triangle · Tutorial
Quality: 42,914 global accepts · Rating: 800 · first AC: 2023-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

226.
1884A
Simple Design · Tutorial
Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
Tang2's solution

227.
1440A
Buy the String · Tutorial
Quality: 20,378 global accepts · Rating: 800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
Tang2's solution

228.
1459A
Red-Blue Shuffle · Tutorial
Quality: 17,659 global accepts · Rating: 800 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities
Tang2's solution

229.
1480A
Yet Another String Game · Tutorial
Quality: 27,148 global accepts · Rating: 800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, strings
Tang2's solution

230.
1504A
Déjà Vu · Tutorial
Quality: 22,802 global accepts · Rating: 800 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
Tang2's solution

231.
1509A
Average Height · Tutorial
Quality: 27,204 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Tang2's solution

232.
1573A
Countdown · Tutorial
Quality: 21,956 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy
Tang2's solution

233.
1694A
Creep · Tutorial
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234.
1673A
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1768A
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1426A
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1675A
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1708A
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1750B
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1750A
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1754B
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1754A
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1719A
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1702A
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1714C
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1714B
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1741B
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1741A
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1729B
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1729A
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1744A
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1759B
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260.
1736A
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1686B
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1686A
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1435B
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implementation
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1862C
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1618C
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theory, two pointers
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Tang2's solution

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1637C
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675.
1406B
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1294B
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1311B
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1328C
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1553C
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1369B
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1514B
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Tang2's solution

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1592B
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1399C
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1720C
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1679B
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Tang2's solution

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Tang2's solution

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1496C
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Tang2's solution

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1694B
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725.
1409C
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726.
1729D
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727.
1744D
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1736B
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1581B
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731.
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1541B
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735.
1512D
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Tang2's solution

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737.
1454C
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Tang2's solution

738.
1520D
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Tang2's solution

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1656C
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Quality: 21,006 global accepts · Rating: 1200 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings
Tang2's solution

740.
1586B
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Tang2's solution

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1635C
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Quality: 25,143 global accepts · Rating: 1200 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

742.
1642C
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Tang2's solution

743.
1619C
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Tang2's solution

744.
1859C
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Tang2's solution

745.
1857C
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Tang2's solution

746.
1843D
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Tang2's solution

747.
1848B
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Tang2's solution

748.
1834C
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Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, strings
Tang2's solution

749.
1846D
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Tang2's solution

750.
1832C
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1800D
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Tang2's solution

753.
2193E
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1746C
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Tang2's solution

755.
2025C
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756.
2022B
Kar Salesman · Tutorial
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Tang2's solution

757.
1260B
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758.
1285B
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Tang2's solution

759.
1271C
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Tang2's solution

760.
1271B
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Tang2's solution

761.
1341B
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762.
1365B
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763.
1364B
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Tang2's solution

764.
1373C
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Tang2's solution

765.
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766.
1973B
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1717C
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768.
1498B
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769.
1366B
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770.
1401C
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Tang2's solution

771.
1418B
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1407B
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1422B
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1443B
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775.
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1249B2
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Tang2's solution

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1294C
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778.
1311C
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779.
1328B
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Tang2's solution

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1591C
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1555C
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1493B
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1372B
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1371C
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Tang2's solution

791.
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1367C
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1669H
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Quality: 29,121 global accepts · Rating: 1300 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
Tang2's solution

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1607D
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Tang2's solution

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1573B
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1750C
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1714E
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1759D
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1649C
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Tang2's solution

921.
1549C
Web of Lies · Tutorial

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1878E
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1475C
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1772D
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1805C
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926.
1676H1
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Tang2's solution

928.
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1490E
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Tang2's solution

930.
1374D
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1541C
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Tang2's solution

932.
1629C
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Rating: 1400 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers
Tang2's solution

933.
1579D
Productive Meeting · Tutorial
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Tang2's solution

934.
1520E
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935.
1863D
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Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

936.
1644C
Increase Subarray Sums · Tutorial
Quality: 15,002 global accepts · Rating: 1400 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
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937.
1551B2
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Tang2's solution

938.
1855C1
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Rating: 1400 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
Tang2's solution

939.
1624D
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Quality: 19,081 global accepts · Rating: 1400 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, strings
Tang2's solution

940.
1844D
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1840D
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1845C
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943.
1838C
No Prime Differences · Tutorial
Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-07-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Tang2's solution

944.
1847C
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Tang2's solution

945.
1831C
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Rating: 1400 · first AC: 2023-07-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
Tang2's solution

946.
1833D
Flipper · Tutorial
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947.
1837D
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948.
1825C
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Tang2's solution

949.
2183D1
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2183C
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Tang2's solution

951.
1272D
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1263D
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1301B
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1304C
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955.
1313C1
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956.
1278B
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957.
1368C
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958.
1368B
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Tang2's solution

959.
1341C
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960.
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1391C
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962.
1389C
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Tang2's solution

963.
1473C
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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Tang2's solution

964.
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965.
1461C
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966.
1400C
Binary String Reconstruction · Tutorial
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Tang2's solution

967.
1418C
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Tang2's solution

968.
1436C
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Quality: 11,671 global accepts · Rating: 1500 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics
Tang2's solution

969.
1484B
Restore Modulo · Tutorial
Rating: 1500 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Tang2's solution

970.
1283C
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Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math
Tang2's solution

971.
1419D2
Sage's Birthday (hard version) · Tutorial
Quality: 17,418 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
Tang2's solution

972.
1419C
Killjoy · Tutorial
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Tang2's solution

973.
1249C2
Good Numbers (hard version) · Tutorial
Quality: 13,536 global accepts · Rating: 1500 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
Tang2's solution

974.
1296D
Fight with Monsters · Tutorial
Quality: 15,097 global accepts · Rating: 1500 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Tang2's solution

975.
1296C
Yet Another Walking Robot · Tutorial
Quality: 15,725 global accepts · Rating: 1500 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Tang2's solution

976.
1499C
Minimum Grid Path · Tutorial
Quality: 13,420 global accepts · Rating: 1500 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
Tang2's solution

977.
1553D
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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
Tang2's solution

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Tang2's solution

979.
1487C
Minimum Ties · Tutorial
Quality: 15,400 global accepts · Rating: 1500 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math
Tang2's solution

980.
1269B
Modulo Equality · Tutorial
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1379B
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1379A
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985.
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Tang2's solution

986.
1516B
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1562C
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Tang2's solution

988.
1621B
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Tang2's solution

989.
1526C1
Potions (Easy Version) · Tutorial
Quality: 27,191 global accepts · Rating: 1500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy
Tang2's solution

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1445C
Division · Tutorial
Rating: 1500 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Tang2's solution

991.
1397B
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Tang2's solution

992.
1405C
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Tang2's solution

993.
1492C
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Tang2's solution

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1466D
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Tang2's solution

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1385D
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996.
1722G
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997.
1616C
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1542B
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1873G
ABBC or BACB · Tutorial
Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

1000.
1486B
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Quality: 20,484 global accepts · Rating: 1500 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings
Tang2's solution

1001.
1399D
Binary String To Subsequences · Tutorial
Quality: 19,902 global accepts · Rating: 1500 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

Tang2's solution

1002.
1690E
Price Maximization · Tutorial
Quality: 16,992 global accepts · Rating: 1500 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers
Tang2's solution

1003.
1417C
k-Amazing Numbers · Tutorial
Rating: 1500 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures
Tang2's solution

1004.
1651C
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Quality: 11,584 global accepts · Rating: 1500 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation
Tang2's solution

1005.
1569C
Jury Meeting · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Tang2's solution

1006.
1891C
Smilo and Monsters · Tutorial
Quality: 20,361 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
Tang2's solution

1007.
1440C1
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Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

1008.
1673C
Palindrome Basis · Tutorial
Quality: 18,017 global accepts · Rating: 1500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory
Tang2's solution

1009.
1409D
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Tang2's solution

1010.
1426D
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Quality: 17,602 global accepts · Rating: 1500 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Tang2's solution

1011.
1754C2
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Rating: 1500 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

1012.
1744E1
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Quality: 12,652 global accepts · Rating: 1500 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
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1013.
1759E
The Humanoid · Tutorial
Quality: 12,520 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, sortings
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1014.
1659C
Line Empire · Tutorial
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1015.
1711C
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Rating: 1500 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

1016.
1676H2
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Tang2's solution

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1791F
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1506E
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1462E1
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1490F
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1631C
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1024.
1872E
Data Structures Fan · Tutorial
Quality: 21,384 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, dp
Tang2's solution

1025.
1579C
Ticks · Tutorial
Quality: 11,656 global accepts · Rating: 1500 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Tang2's solution

1026.
1538F
Interesting Function · Tutorial
Quality: 22,217 global accepts · Rating: 1500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math, number theory
Tang2's solution

1027.
1646C
Factorials and Powers of Two · Tutorial
Quality: 19,520 global accepts · Rating: 1500 · first AC: 2023-08-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math
Tang2's solution

1028.
1611D
Weights Assignment For Tree Edges · Tutorial
Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees
Tang2's solution

1029.
1551C
Interesting Story · Tutorial
Quality: 14,544 global accepts · Rating: 1500 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, strings
Tang2's solution

1030.
1858B
The Walkway · Tutorial
Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
Tang2's solution

1031.
1857E
Power of Points · Tutorial
Quality: 14,844 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings
Tang2's solution

1032.
1851E
Nastya and Potions · Tutorial
Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings
Tang2's solution

1033.
1850G
The Morning Star · Tutorial
Quality: 15,477 global accepts · Rating: 1500 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings
Tang2's solution

1034.
1842C
Tenzing and Balls · Tutorial
Quality: 16,499 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
Tang2's solution

1035.
1818C
Almost Increasing Subsequence · Tutorial
Rating: 1500 · first AC: 2023-06-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
Tang2's solution

1036.
1814C
Search in Parallel · Tutorial
Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Tang2's solution

1037.
1809C
Sum on Subarrays · Tutorial
Quality: 15,176 global accepts · Rating: 1500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Tang2's solution

1038.
2193F
Pizza Delivery · Tutorial
Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
Tang2's solution

1039.
2184D
Unfair Game · Tutorial
Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
Tang2's solution

1040.
2182D
Christmas Tree Decoration · Tutorial
Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
Tang2's solution

1041.
1284C
New Year and Permutation · Tutorial
Quality: 8,741 global accepts · Rating: 1600 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Tang2's solution

1042.
1348C
Phoenix and Distribution · Tutorial
Quality: 15,484 global accepts · Rating: 1600 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy,

sortings, strings
Tang2's solution

1043.
1334C
Circle of Monsters · Tutorial
Quality: 17,925 global accepts · Rating: 1600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
Tang2's solution

1044.
2004D
Colored Portals · Tutorial
Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
Tang2's solution

1045.
1345C
Hilbert's Hotel · Tutorial
Rating: 1600 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings
Tang2's solution

1046.
1342C
Yet Another Counting Problem · Tutorial
Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
Tang2's solution

1047.
1364C
Ehab and Prefix MEXs · Tutorial
Quality: 14,360 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Tang2's solution

1048.
1373D
Maximum Sum on Even Positions · Tutorial
Quality: 17,669 global accepts · Rating: 1600 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation
Tang2's solution

1049.
1389B
Array Walk · Tutorial
Quality: 20,352 global accepts · Rating: 1600 · first AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Tang2's solution

1050.
1610C
Keshi Is Throwing a Party · Tutorial
Quality: 15,624 global accepts · Rating: 1600 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
Tang2's solution

1051.
1530D
Secret Santa · Tutorial
Quality: 10,098 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
Tang2's solution

1052.
1437D
Minimal Height Tree · Tutorial
Quality: 14,374 global accepts · Rating: 1600 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

Tang2's solution

1053.
1452D
Radio Towers · Tutorial
Quality: 8,685 global accepts · Rating: 1600 · first AC: 2024-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Tang2's solution

1054.
1498C
Planar Reflections · Tutorial
Quality: 12,121 global accepts · Rating: 1600 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
Tang2's solution

1055.
1455D
Sequence and Swaps · Tutorial
Quality: 13,205 global accepts · Rating: 1600 · first AC: 2024-04-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Tang2's solution

1056.
1398C
Good Subarrays · Tutorial
Quality: 36,631 global accepts · Rating: 1600 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Tang2's solution

1057.
1461D
Divide and Summarize · Tutorial
Quality: 10,285 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings
Tang2's solution

1058.
1513C
Add One · Tutorial
Quality: 16,504 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices
Tang2's solution

1059.
1519D
Maximum Sum of Products · Tutorial
Quality: 17,633 global accepts · Rating: 1600 · first AC: 2024-04-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
Tang2's solution

1060.
1511D
Min Cost String · Tutorial
Quality: 12,452 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
Tang2's solution

1061.
1358C
Celex Update · Tutorial
Quality: 18,346 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: math
Tang2's solution

1062.
1407C
Chocolate Bunny · Tutorial
Quality: 14,804 global accepts · Rating: 1600 · first AC: 2024-03-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers
Tang2's solution

1063.
1484C
Basic Diplomacy · Tutorial
Rating: 1600 · first AC: 2024-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, flows, greedy, implementation
Tang2's solution

1064.
1469C
Building a Fence · Tutorial
Quality: 11,681 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, two pointers
Tang2's solution

1065.
1294D
MEX maximizing · Tutorial
Quality: 12,677 global accepts · Rating: 1600 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
Tang2's solution

1066.
1609D
Social Network · Tutorial
Quality: 8,399 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees
Tang2's solution

1067.
1514C
Product 1 Modulo N · Tutorial
Quality: 18,294 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
Tang2's solution

1068.
1555D
Say No to Palindromes · Tutorial
Quality: 15,472 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
Tang2's solution

1069.
1523C
Compression and Expansion · Tutorial
Quality: 9,181 global accepts · Rating: 1600 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
Tang2's solution

1070.
1497C2
k-LCM (hard version) · Tutorial
Quality: 19,478 global accepts · Rating: 1600 · first AC: 2024-02-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Tang2's solution

1071.
1612D
X-Magic Pair · Tutorial
Quality: 10,264 global accepts · Rating: 1600 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Tang2's solution

1072.
1371D
Grid-00100 · Tutorial
Quality: 13,708 global accepts · Rating: 1600 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Tang2's solution

1073.
1527C
Sequence Pair Weight · Tutorial
Quality: 14,980 global accepts · Rating: 1600 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
Tang2's solution

1074.
1481C
Fence Painting · Tutorial
Quality: 12,401 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
Tang2's solution

1075.
1476C
Longest Simple Cycle · Tutorial
Quality: 12,301 global accepts · Rating: 1600 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
Tang2's solution

1076.
1539D
PriceFixed · Tutorial
Quality: 12,724 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
Tang2's solution

1077.
1526C2
Potions (Hard Version) · Tutorial
Quality: 29,754 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Tang2's solution

1078.
1397C
Multiples of Length · Tutorial
Rating: 1600 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
Tang2's solution

1079.
1622C
Set or Decrease · Tutorial
Quality: 15,542 global accepts · Rating: 1600 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
Tang2's solution

1080.
1353D
Constructing the Array · Tutorial
Quality: 20,280 global accepts · Rating: 1600 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings
Tang2's solution

1081.
1779C
Least Prefix Sum · Tutorial
Quality: 14,392 global accepts · Rating: 1600 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Tang2's solution

1082.
1658D1
388535 (Easy Version) · Tutorial
Quality: 10,004 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math
Tang2's solution

1083.
1703G
Good Key, Bad Key · Tutorial
Quality: 12,746 global accepts · Rating: 1600 · first AC: 2023-12-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
Tang2's solution

1084.
1722E
Counting Rectangles · Tutorial
Quality: 13,368 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation
Tang2's solution

1085.
1607E
Robot on the Board 1 · Tutorial
Quality: 10,015 global accepts · Rating: 1600 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation
Tang2's solution

1086.
1633D
Make Them Equal · Tutorial
Quality: 18,704 global accepts · Rating: 1600 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
Tang2's solution

1087.
1542C
Strange Function · Tutorial
Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-12-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Tang2's solution

1088.
1486C1
Guessing the Greatest (easy version) · Tutorial
Quality: 14,244 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
Tang2's solution

1089.
1567C
Carrying Conundrum · Tutorial
Quality: 13,156 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
Tang2's solution

1090.
1537E1
Erase and Extend (Easy Version) · Tutorial
Quality: 16,315 global accepts · Rating: 1600 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
Tang2's solution

1091.
1582D
Vupsen, Pupsen and 0 · Tutorial
Quality: 11,590 global accepts · Rating: 1600 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

1092.
1623C
Balanced Stone Heaps · Tutorial
Quality: 14,314 global accepts · Rating: 1600 · first AC: 2023-12-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
Tang2's solution

1093.
1632C
Strange Test · Tutorial

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math
Tang2's solution

1094.
1665C
Tree Infection · Tutorial
Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees
Tang2's solution

1095.
1680C
Binary String · Tutorial
Quality: 11,130 global accepts · Rating: 1600 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
Tang2's solution

1096.
1698D
Fixed Point Guessing · Tutorial
Quality: 12,088 global accepts · Rating: 1600 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Tang2's solution

1097.
1689C
Infected Tree · Tutorial
Quality: 13,477 global accepts · Rating: 1600 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
Tang2's solution

1098.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2023-11-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Tang2's solution

1099.
1395C
Boboniu and Bit Operations · Tutorial
Quality: 15,211 global accepts · Rating: 1600 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
Tang2's solution

1100.
1459C
Row GCD · Tutorial
Rating: 1600 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Tang2's solution

1101.
1504C
Balance the Bits · Tutorial
Rating: 1600 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Tang2's solution

1102.
1708C
Doremy's IQ · Tutorial
Rating: 1600 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy
Tang2's solution

1103.
1754D
Factorial Divisibility · Tutorial
Rating: 1600 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: math
Tang2's solution

1104.
1688D
The Enchanted Forest · Tutorial
Rating: 1600 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
Tang2's solution

1105.
1702E
Split Into Two Sets · Tutorial
Quality: 17,847 global accepts · Rating: 1600 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs
Tang2's solution

1106.
1714D
Color with Occurrences · Tutorial
Quality: 10,325 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
Tang2's solution

1107.
1741E
Sending a Sequence Over the Network · Tutorial
Quality: 17,800 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dp
Tang2's solution

1108.
1678C
Tokitsukaze and Strange Inequality · Tutorial
Rating: 1600 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures
Tang2's solution

1109.
1604D
Moderate Modular Mode · Tutorial
Rating: 1600 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Tang2's solution

1110.
1878D
Reverse Madness · Tutorial
Quality: 10,110 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Tang2's solution

1111.
1475E
Advertising Agency · Tutorial
Quality: 17,674 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings
Tang2's solution

1112.
1374E1
Reading Books (easy version) · Tutorial
Quality: 14,977 global accepts · Rating: 1600 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings
Tang2's solution

1113.
1529C
Parsa's Humongous Tree · Tutorial
Rating: 1600 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
Tang2's solution

1114.
1512E
Permutation by Sum · Tutorial
Quality: 11,384 global accepts · Rating: 1600 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
Tang2's solution

1115.
1520F1
Guess the K-th Zero (Easy version) · Tutorial
Quality: 14,396 global accepts · Rating: 1600 · first AC: 2023-09-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
Tang2's solution

1116.
1862E
Kolya and Movie Theatre · Tutorial
Quality: 12,786 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Tang2's solution

1117.
1660E
Matrix and Shifts · Tutorial
Quality: 8,088 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
Tang2's solution

1118.
1660D
Maximum Product Strikes Back · Tutorial
Quality: 11,498 global accepts · Rating: 1600 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, two pointers
Tang2's solution

1119.
1829G
Hits Different · Tutorial
Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math
Tang2's solution

1120.
1843E
Tracking Segments · Tutorial
Quality: 17,810 global accepts · Rating: 1600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
Tang2's solution

1121.
1822E
Making Anti-Palindromes · Tutorial
Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
Tang2's solution

1122.
1840E
Character Blocking · Tutorial
Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, implementation
Tang2's solution

1123.
1798D
Shocking Arrangement · Tutorial
Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Tang2's solution

1124.
1782C
Equal Frequencies · Tutorial
Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings
Tang2's solution

1125.
2161B
Make Connected · Tutorial
Quality: 5,375 global accepts · Rating: 1700 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
Tang2's solution

1126.
2178D
Xmas or Hysteria · Tutorial
Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Tang2's solution

1127.
1836C
k-th equality · Tutorial
Rating: 1700 · first AC: 2023-07-09 · last AC: 2025-01-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Tang2's solution

1128.
1260C
Infinite Fence · Tutorial
Quality: 8,784 global accepts · Rating: 1700 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
Tang2's solution

1129.
1301C
Ayoub's function · Tutorial
Quality: 9,878 global accepts · Rating: 1700 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
Tang2's solution

1130.
1313B
Different Rules · Tutorial
Quality: 7,009 global accepts · Rating: 1700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Tang2's solution

1131.
1278C
Berry Jam · Tutorial
Quality: 8,576 global accepts · Rating: 1700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation
Tang2's solution

1132.
1312D
Count the Arrays · Tutorial
Quality: 10,528 global accepts · Rating: 1700 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Tang2's solution

1133.
1368D
AND, OR and square sum · Tutorial
Quality: 13,667 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
Tang2's solution

1134.
1341D
Nastya and Scoreboard · Tutorial
Rating: 1700 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
Tang2's solution

1135.
1983D
Swap Dilemma · Tutorial
Quality: 11,053 global accepts · Rating: 1700 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings
Tang2's solution

1136.
1982D
Beauty of the mountains · Tutorial
Quality: 9,771 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory
Tang2's solution

1137.
1435D
Shurikens · Tutorial
Rating: 1700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, schedules
Tang2's solution

1138.
1365D
Solve The Maze · Tutorial
Quality: 20,822 global accepts · Rating: 1700 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
Tang2's solution

1139.
1491C
Pekora and Trampoline · Tutorial
Quality: 8,394 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Tang2's solution

1140.
1393C
Pinkie Pie Eats Patty-cakes · Tutorial
Quality: 11,045 global accepts · Rating: 1700 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
Tang2's solution

1141.
1330D
Dreamoon Likes Sequences · Tutorial
Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Tang2's solution

1142.
1975D
Paint the Tree · Tutorial
Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees
Tang2's solution

1143.
1973C
Cat, Fox and Double Maximum · Tutorial
Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings
Tang2's solution

1144.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Tang2's solution

1145.
1473D
Program · Tutorial
Quality: 10,970 global accepts · Rating: 1700 · first AC: 2024-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings
Tang2's solution

1146.
1430D
String Deletion · Tutorial
Quality: 9,318 global accepts · Rating: 1700 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
Tang2's solution

1147.
1400B
RPG Protagonist · Tutorial
Quality: 11,697 global accepts · Rating: 1700 · first AC: 2024-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
Tang2's solution

1148.
1406C
Link Cut Centroids · Tutorial
Quality: 11,779 global accepts · Rating: 1700 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
Tang2's solution

1149.
1465C
Peaceful Rooks · Tutorial
Rating: 1700 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation
Tang2's solution

1150.
1451D
Circle Game · Tutorial
Quality: 10,149 global accepts · Rating: 1700 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math
Tang2's solution

1151.
1422C
Bargain · Tutorial
Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Tang2's solution

1152.
1469D
Ceil Divisions · Tutorial
Quality: 10,209 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
Tang2's solution

1153.
1249E
By Elevator or Stairs? · Tutorial
Quality: 11,003 global accepts · Rating: 1700 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths
Tang2's solution

1154.
1324E
Sleeping Schedule · Tutorial
Quality: 17,015 global accepts · Rating: 1700 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
Tang2's solution

1155.
1550C
Manhattan Subarrays · Tutorial
Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
Tang2's solution

1156.
1608C
Game Master · Tutorial
Quality: 7,370 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
Tang2's solution

1157.
1467B
Hills And Valleys · Tutorial
Quality: 11,544 global accepts · Rating: 1700 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Tang2's solution

1158.
1343D
Constant Palindrome Sum · Tutorial
Quality: 13,540 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, two pointers
Tang2's solution

1159.
1335E1
Three Blocks Palindrome (easy version) · Tutorial
Quality: 11,748 global accepts · Rating: 1700 · first AC: 2024-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Tang2's solution

1160.
1269C
Long Beautiful Integer · Tutorial
Rating: 1700 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Tang2's solution

1161.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,112 global accepts · Rating: 1700 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Tang2's solution

1162.
1562D1
Two Hundred Twenty One (easy version) · Tutorial
Quality: 6,650 global accepts · Rating: 1700 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math
Tang2's solution

1163.
1621C
Hidden Permutations · Tutorial
Quality: 7,508 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math
Tang2's solution

1164.
1695C
Zero Path · Tutorial
Quality: 14,057 global accepts · Rating: 1700 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths
Tang2's solution

1165.
1485C
Floor and Mod · Tutorial
Quality: 11,007 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
Tang2's solution

1166.
1476D
Journey · Tutorial
Quality: 9,239 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation
Tang2's solution

1167.
1474C
Array Destruction · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
Tang2's solution

1168.
1362D
Johnny and Contribution · Tutorial
Rating: 1700 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
Tang2's solution

1169.
1382C2
Prefix Flip (Hard Version) · Tutorial
Rating: 1700 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings
Tang2's solution

1170.
1384C
String Transformation 1 · Tutorial
Rating: 1700 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees
Tang2's solution

1171.
1598D
Training Session · Tutorial
Quality: 10,485 global accepts · Rating: 1700 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math
Tang2's solution

1172.
1709D
Rorororobot · Tutorial
Quality: 10,213 global accepts · Rating: 1700 · first AC: 2024-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math
Tang2's solution

1173.
1779D
Boris and His Amazing Haircut · Tutorial
Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings
Tang2's solution

1174.
1916D
Mathematical Problem · Tutorial
Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math
Tang2's solution

1175.
1360F
Spy-string · Tutorial
Quality: 13,520 global accepts · Rating: 1700 · first AC: 2023-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
Tang2's solution

1176.
1658C
Shinju and the Lost Permutation · Tutorial
Quality: 9,945 global accepts · Rating: 1700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

1177.
1699C
The Third Problem · Tutorial
Quality: 10,723 global accepts · Rating: 1700 · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math
Tang2's solution

1178.
1692H
Gambling · Tutorial
Quality: 9,604 global accepts · Rating: 1700 · first AC: 2023-12-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math
Tang2's solution

1179.
1722F
L-shapes · Tutorial
Quality: 8,016 global accepts · Rating: 1700 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, implementation
Tang2's solution

1180.
1626C
Monsters And Spells · Tutorial
Quality: 11,811 global accepts · Rating: 1700 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers
Tang2's solution

1181.
1681D
Required Length · Tutorial
Quality: 10,756 global accepts · Rating: 1700 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths
Tang2's solution

1182.
1873H
Mad City · Tutorial
Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
Tang2's solution

1183.
1537D
Deleting Divisors · Tutorial
Quality: 13,613 global accepts · Rating: 1700 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory
Tang2's solution

1184.
1592C
Bakry and Partitioning · Tutorial
Quality: 9,134 global accepts · Rating: 1700 · first AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees
Tang2's solution

1185.
1903D1
Maximum And Queries (easy version) · Tutorial
Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
Tang2's solution

1186.
466C
Number of Ways · Tutorial
Quality: 41,893 global accepts · Rating: 1700 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers
Tang2's solution

1187.
1690F
Shifting String · Tutorial
Quality: 8,881 global accepts · Rating: 1700 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, strings
Tang2's solution

1188.
1706D1
Chopping Carrots (Easy Version) · Tutorial
Quality: 7,717 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory
Tang2's solution

1189.
1700C
Helping the Nature · Tutorial
Quality: 12,166 global accepts · Rating: 1700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Tang2's solution

1190.
1670D
Very Suspicious · Tutorial
Quality: 5,657 global accepts · Rating: 1700 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, geometry, greedy, implementation, math
Tang2's solution

1191.
1661C
Water the Trees · Tutorial
Quality: 10,540 global accepts · Rating: 1700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math
Tang2's solution

1192.
1625C
Road Optimization · Tutorial
Quality: 13,292 global accepts · Rating: 1700 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: dp
Tang2's solution

1193.
1890D
Doremy's Connecting Plan · Tutorial
Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, sortings
Tang2's solution

1194.
1594D
The Number of Imposters · Tutorial
Quality: 9,401 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs
Tang2's solution

1195.
1480C
Searching Local Minimum · Tutorial
Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, math, ternary search
Tang2's solution

1196.
1504D
3-Coloring · Tutorial
Rating: 1700 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, graphs, interactive
Tang2's solution

1197.
1694D
Fake Plastic Trees · Tutorial
Rating: 1700 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
Tang2's solution

1198.
1688C
Manipulating History · Tutorial
Quality: 8,742 global accepts · Rating: 1700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
Tang2's solution

1199.
1702F
Equate Multisets · Tutorial
Quality: 9,450 global accepts · Rating: 1700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory
Tang2's solution

1200.
1714G
Path Prefixes · Tutorial
Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees
Tang2's solution

1201.
1678D
Tokitsukaze and Meeting · Tutorial
Rating: 1700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation
Tang2's solution

1202.
1557C
Moamen and XOR · Tutorial
Quality: 10,501 global accepts · Rating: 1700 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
Tang2's solution

1203.
1581C
Portal · Tutorial
Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
Tang2's solution

1204.
1478C
Nezzar and Symmetric Array · Tutorial
Quality: 10,624 global accepts · Rating: 1700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, sortings
Tang2's solution

1205.
1554B
Cobb · Tutorial
Quality: 13,798 global accepts · Rating: 1700 · first AC: 2023-09-25 · last AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math
Tang2's solution

1206.
1879D
Sum of XOR Functions · Tutorial
Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
Tang2's solution

1207.
1772E
Permutation Game · Tutorial
Quality: 7,669 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++20 (GCC 11-64) (first AC) · Tags: games
Tang2's solution

1208.
1850H
The Third Letter · Tutorial
Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
Tang2's solution

1209.
1543D1
RPD and Rap Sheet (Easy Version) · Tutorial
Quality: 8,001 global accepts · Rating: 1700 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Tang2's solution

1210.
1529D
Kavi on Pairing Duty · Tutorial
Rating: 1700 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory
Tang2's solution

1211.
1869D1
Candy Party (Easy Version) · Tutorial
Rating: 1700 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, implementation, math
Tang2's solution

1212.
1629D
Peculiar Movie Preferences · Tutorial
Rating: 1700 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
Tang2's solution

1213.
1538D
Another Problem About Dividing Numbers · Tutorial
Quality: 15,270 global accepts · Rating: 1700 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Tang2's solution

1214.
1731C
Even Subarrays · Tutorial
Quality: 12,136 global accepts · Rating: 1700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory
Tang2's solution

1215.
1586C
Omkar and Determination · Tutorial
Rating: 1700 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
Tang2's solution

1216.
1864D
Matrix Cascade · Tutorial
Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
Tang2's solution

1217.
1644D
Cross Coloring · Tutorial
Quality: 7,878 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math
Tang2's solution

1218.
1611E1
Escape The Maze (easy version) · Tutorial
Quality: 8,377 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers
Tang2's solution

1219.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2023-08-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

1220.
1660F1
Promising String (easy version) · Tutorial
Quality: 7,958 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings
Tang2's solution

1221.
1618E
Singers' Tour · Tutorial
Quality: 7,790 global accepts · Rating: 1700 · first AC: 2023-08-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
Tang2's solution

1222.
1619E
MEX and Increments · Tutorial
Quality: 10,207 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation, math, sortings
Tang2's solution

1223.
1829H
Don't Blame Me · Tutorial
Quality: 10,801 global accepts · Rating: 1700 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
Tang2's solution

1224.
1822G1
Magic Triples (Easy Version) · Tutorial
Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory
Tang2's solution

1225.
1822F
Gardening Friends · Tutorial
Quality: 7,654 global accepts · Rating: 1700 · first AC: 2023-07-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
Tang2's solution

1226.
1826D
Running Miles · Tutorial
Quality: 14,951 global accepts · Rating: 1700 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Tang2's solution

1227.
1814B
Long Legs · Tutorial
Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Tang2's solution

1228.
1798C
Candy Store · Tutorial
Quality: 9,421 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
Tang2's solution

1229.
1807F
Bouncy Ball · Tutorial
Quality: 7,321 global accepts · Rating: 1700 · first AC: 2023-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation
Tang2's solution

1230.
2209D
Ghostfires · Tutorial
Quality: 5,330 global accepts · Rating: 1800 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
Tang2's solution

1231.
2184E
Exquisite Array · Tutorial
Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, sortings
Tang2's solution

1232.
2182E
New Year's Gifts · Tutorial
Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
Tang2's solution

1233.
2022C
Gerrymandering · Tutorial
Quality: 6,415 global accepts · Rating: 1800 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
Tang2's solution

1234.
1304D
Shortest and Longest LIS · Tutorial
Quality: 6,682 global accepts · Rating: 1800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers
Tang2's solution

1235.
1334D
Minimum Euler Cycle · Tutorial
Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
Tang2's solution

1236.
1987D
World is Mine · Tutorial
Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games
Tang2's solution

1237.
1388C
Uncle Bogdan and Country Happiness · Tutorial
Quality: 10,413 global accepts · Rating: 1800 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, math, trees
Tang2's solution

1238.
1491D
Zookeeper and The Infinite Zoo · Tutorial
Quality: 8,286 global accepts · Rating: 1800 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Tang2's solution

1239.
1534D
Lost Tree · Tutorial
Quality: 6,811 global accepts · Rating: 1800 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, trees
Tang2's solution

1240.
1330C
Dreamoon Likes Coloring · Tutorial
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1447D
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Tang2's solution

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1501C
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1478D
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1549D
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Tang2's solution

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1554C
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1631D
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1619D
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1846E2
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Tang2's solution

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2184G
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1260D
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1270D
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1313C2
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1342D
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1318.
1435C
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Tang2's solution

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1365E
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1375D
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1322.
1747D
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1428D
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1324.
1430E
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Tang2's solution

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1739D
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1358D
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1400D
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1421D
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Tang2's solution

1329.
1436D
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1330.
1453D
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1331.
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Tang2's solution

1332.
1311F
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Tang2's solution

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1328E
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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Tang2's solution

1334.
1620E
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Quality: 9,669 global accepts · Rating: 1900 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation
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1335.
1591D
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1463D
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1494C
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1340.
1369D
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1371E1
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1342.
1527B2
Palindrome Game (hard version) · Tutorial
Quality: 8,698 global accepts · Rating: 1900 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
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1343.
1696D
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1344.
1702G1
Passable Paths (easy version) · Tutorial
Quality: 6,342 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees
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1345.
1701D
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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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1346.
1445D
Divide and Sum · Tutorial
Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings
Tang2's solution

1347.
1362E
Johnny and Grandmaster · Tutorial
Rating: 1900 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math, number theory, sortings, two pointers
Tang2's solution

1348.
1384D
GameGame · Tutorial
Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math
Tang2's solution

1349.
1384B1
Koa and the Beach (Easy Version) · Tutorial
Quality: 4,083 global accepts · Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Tang2's solution

1350.
1405D
Tree Tag · Tutorial
Rating: 1900 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees
Tang2's solution

1351.
1922D
Berserk Monsters · Tutorial
Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dsu, implementation, math
Tang2's solution

1352.
1353E
K-periodic Garland · Tutorial
Quality: 7,796 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy
Tang2's solution

1353.
1492D
Genius's Gambit · Tutorial
Quality: 6,512 global accepts · Rating: 1900 · first AC: 2024-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Tang2's solution

1354.
1367E
Necklace Assembly · Tutorial
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Tang2's solution

1355.
1704D
Magical Array · Tutorial
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Tang2's solution

1356.
1486C2
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Tang2's solution

1357.
1627D
Not Adding · Tutorial
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Tang2's solution

1358.
1673D
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Tang2's solution

1359.
1898D
Absolute Beauty · Tutorial
Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
Tang2's solution

1360.
1558B
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Tang2's solution

1361.
1700D
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Tang2's solution

1362.
1895D
XOR Construction · Tutorial
Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees
Tang2's solution

1363.
1689D
Lena and Matrix · Tutorial
Quality: 4,744 global accepts · Rating: 1900 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, shortest paths
Tang2's solution

1364.
1661D
Progressions Covering · Tutorial
Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Tang2's solution

1365.
1569D
Inconvenient Pairs · Tutorial
Quality: 4,602 global accepts · Rating: 1900 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers
Tang2's solution

1366.
1440C2
Binary Table (Hard Version) · Tutorial
Rating: 1900 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

1367.
1480D1
Painting the Array I · Tutorial
Rating: 1900 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation
Tang2's solution

1368.
1729F
Kirei and the Linear Function · Tutorial
Quality: 4,555 global accepts · Rating: 1900 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math
Tang2's solution

1369.
1759G
Restore the Permutation · Tutorial
Quality: 5,498 global accepts · Rating: 1900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
Tang2's solution

1370.
1475G
Strange Beauty · Tutorial
Quality: 7,819 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, sortings
Tang2's solution

1371.
1475F
Unusual Matrix · Tutorial
Quality: 5,891 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms
Tang2's solution

1372.
1882D
Tree XOR · Tutorial
Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
Tang2's solution

1373.
1791G2
Teleporters (Hard Version) · Tutorial
Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
Tang2's solution

1374.
1490G
Old Floppy Drive · Tutorial
Quality: 6,186 global accepts · Rating: 1900 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math
Tang2's solution

1375.
1543C
Need for Pink Slips · Tutorial
Quality: 5,625 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities
Tang2's solution

1376.
1546D
AquaMoon and Chess · Tutorial
Rating: 1900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math
Tang2's solution

1377.
1512F
Education · Tutorial
Quality: 6,817 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation
Tang2's solution

1378.
1656D
K-good · Tutorial
Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
Tang2's solution

1379.
1644E
Expand the Path · Tutorial
Quality: 3,490 global accepts · Rating: 1900 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math
Tang2's solution

1380.
1624G
MinOr Tree · Tutorial
Quality: 7,597 global accepts · Rating: 1900 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy
Tang2's solution

1381.
1808C
Unlucky Numbers · Tutorial
Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
Tang2's solution

1382.
2178E
Flatten or Concatenate · Tutorial
Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive
Tang2's solution

1383.
2154C2
No Cost Too Great (Hard Version) · Tutorial
Quality: 5,511 global accepts · Rating: 2000 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory
Tang2's solution

1384.
1301D
Time to Run · Tutorial
Quality: 4,236 global accepts · Rating: 2000 · first AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, implementation
Tang2's solution

1385.
1304E
1-Trees and Queries · Tutorial
Quality: 5,877 global accepts · Rating: 2000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
Tang2's solution

1386.
1641B
Repetitions Decoding · Tutorial
Quality: 4,065 global accepts · Rating: 2000 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings
Tang2's solution

1387.
1345D
Monopole Magnets · Tutorial
Rating: 2000 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
Tang2's solution

1388.
1987E
Wonderful Tree! · Tutorial
Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees
Tang2's solution

1389.
1288D
Minimax Problem · Tutorial
Quality: 8,287 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, dp
Tang2's solution

1390.
1288E
Messenger Simulator · Tutorial
Quality: 4,017 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures
Tang2's solution

1391.
1256F
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Quality: 3,622 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings, strings
Tang2's solution

1392.
1257E
The Contest · Tutorial
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Tang2's solution

1393.
1266D
Decreasing Debts · Tutorial
Quality: 3,871 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers
Tang2's solution

1394.
1354C2
Not So Simple Polygon Embedding · Tutorial
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Tang2's solution

1395.
1359D
Yet Another Yet Another Task · Tutorial
Quality: 10,733 global accepts · Rating: 2000 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, two pointers
Tang2's solution

1396.
1388D
Captain Flint and Treasure · Tutorial
Quality: 6,910 global accepts · Rating: 2000 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees
Tang2's solution

1397.
1457D
XOR-gun · Tutorial
Rating: 2000 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp
Tang2's solution

1398.
1391D
505 · Tutorial
Quality: 5,771 global accepts · Rating: 2000 · first AC: 2024-06-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
Tang2's solution

1399.
1380D
Berserk And Fireball · Tutorial
Quality: 5,005 global accepts · Rating: 2000 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
Tang2's solution

1400.
1427D
Unshuffling a Deck · Tutorial
Quality: 3,696 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Tang2's solution

1401.
1427C
The Hard Work of Paparazzi · Tutorial
Quality: 6,070 global accepts · Rating: 2000 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
Tang2's solution

1402.
1610D
Not Quite Lee · Tutorial
Quality: 3,039 global accepts · Rating: 2000 · first AC: 2024-05-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory
Tang2's solution

1403.
1936B
Pinball · Tutorial
Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, math, two pointers
Tang2's solution

1404.
1951E
No Palindromes · Tutorial
Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings
Tang2's solution

1405.
1366D
Two Divisors · Tutorial
Quality: 12,349 global accepts · Rating: 2000 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

Tang2's solution

1406.
1513D
GCD and MST · Tutorial
Quality: 6,477 global accepts · Rating: 2000 · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings
Tang2's solution

1407.
1438C
Engineer Artem · Tutorial
Quality: 11,634 global accepts · Rating: 2000 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
Tang2's solution

1408.
1451E1
Bitwise Queries (Easy Version) · Tutorial
Quality: 4,922 global accepts · Rating: 2000 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Tang2's solution

1409.
1589D
Guess the Permutation · Tutorial
Rating: 2000 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, interactive, math
Tang2's solution

1410.
1294F
Three Paths on a Tree · Tutorial
Quality: 6,864 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Tang2's solution

1411.
1296E2
String Coloring (hard version) · Tutorial
Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Tang2's solution

1412.
1311D
Three Integers · Tutorial
Quality: 9,904 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Tang2's solution

1413.
1620D
Exact Change · Tutorial
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Tang2's solution

1414.
1487E
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Tang2's solution

1415.
1269D
Domino for Young · Tutorial
Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math
Tang2's solution

1416.
1370D
Odd-Even Subsequence · Tutorial
Quality: 10,929 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, dsu, greedy, implementation
Tang2's solution

1417.
1514D
Cut and Stick · Tutorial
Quality: 4,818 global accepts · Rating: 2000 · first AC: 2024-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
Tang2's solution

1418.
1525C
Robot Collisions · Tutorial
Quality: 4,815 global accepts · Rating: 2000 · first AC: 2024-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings
Tang2's solution

1419.
1493C
K-beautiful Strings · Tutorial
Quality: 4,948 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings
Tang2's solution

1420.
1379C
Choosing flowers · Tutorial
Quality: 6,082 global accepts · Rating: 2000 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
Tang2's solution

1421.
1521C
Nastia and a Hidden Permutation · Tutorial
Quality: 4,613 global accepts · Rating: 2000 · first AC: 2024-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive
Tang2's solution

1422.
1481D
AB Graph · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation
Tang2's solution

1423.
1690G
Count the Trains · Tutorial
Quality: 4,130 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings
Tang2's solution

1424.
1702G2
Passable Paths (hard version) · Tutorial
Quality: 5,789 global accepts · Rating: 2000 · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees
Tang2's solution

1425.
1622D
Shuffle · Tutorial
Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, two pointers
Tang2's solution

1426.
1613E
Crazy Robot · Tutorial
Quality: 5,889 global accepts · Rating: 2000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs
Tang2's solution

1427.
1616D
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Quality: 5,567 global accepts · Rating: 2000 · first AC: 2023-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math
Tang2's solution

1428.
1905D
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Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers
Tang2's solution

1429.
1567D
Expression Evaluation Error · Tutorial
Quality: 4,853 global accepts · Rating: 2000 · first AC: 2023-12-14 · last AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Tang2's solution

1430.
1582E
Pchelyonok and Segments · Tutorial
Quality: 4,217 global accepts · Rating: 2000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, math
Tang2's solution

1431.
1632D
New Year Concert · Tutorial
Quality: 5,335 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers
Tang2's solution

1432.
1665D
GCD Guess · Tutorial
Quality: 4,659 global accepts · Rating: 2000 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
Tang2's solution

1433.
1674G
Remove Directed Edges · Tutorial
Quality: 2,905 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs
Tang2's solution

1434.
1674E
Breaking the Wall · Tutorial
Quality: 7,305 global accepts · Rating: 2000 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
Tang2's solution

1435.
1680E
Moving Chips · Tutorial
Quality: 4,348 global accepts · Rating: 2000 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
Tang2's solution

1436.
1900D
Small GCD · Tutorial
Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory
Tang2's solution

1437.
1399E1
Weights Division (easy version) · Tutorial
Quality: 6,336 global accepts · Rating: 2000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
Tang2's solution

1438.
1417D
Make Them Equal · Tutorial
Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
Tang2's solution

1439.
1634D
Finding Zero · Tutorial
Quality: 4,738 global accepts · Rating: 2000 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math
Tang2's solution

1440.
1682D
Circular Spanning Tree · Tutorial
Quality: 3,726 global accepts · Rating: 2000 · first AC: 2023-10-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, trees
Tang2's solution

1441.
1536D
Omkar and Medians · Tutorial
Quality: 5,060 global accepts · Rating: 2000 · first AC: 2023-09-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
Tang2's solution

1442.
1638D
Big Brush · Tutorial
Quality: 4,736 global accepts · Rating: 2000 · first AC: 2023-08-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Tang2's solution

1443.
1624F
Interacdive Problem · Tutorial
Quality: 3,802 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive
Tang2's solution

1444.
1624E
Masha-forgetful · Tutorial
Quality: 4,593 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings
Tang2's solution

1445.
2193G
Paths in a Tree · Tutorial
Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings,

trees
Tang2's solution

1446.
2183D2
Tree Coloring (Hard Version) · Tutorial
Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
Tang2's solution

1447.
2183E
LCM is Legendary Counting Master · Tutorial
Quality: 2,854 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
Tang2's solution

1448.
2038K
Grid Walk · Tutorial
Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory
Tang2's solution

1449.
2038B
Make It Equal · Tutorial
Quality: 1,909 global accepts · Rating: 2100 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math
Tang2's solution

1450.
1263E
Editor · Tutorial
Quality: 2,974 global accepts · Rating: 2100 · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
Tang2's solution

1451.
1271E
Common Number · Tutorial
Quality: 3,712 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math
Tang2's solution

1452.
1271D
Portals · Tutorial
Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
Tang2's solution

1453.
1278D
Segment Tree · Tutorial
Quality: 4,330 global accepts · Rating: 2100 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, trees
Tang2's solution

1454.
1312E
Array Shrinking · Tutorial
Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
Tang2's solution

1455.
1971H
±1 · Tutorial
Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

Tang2's solution

1456.
2004E
Not a Nim Problem · Tutorial
Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
Tang2's solution

1457.
1343E
Weights Distributing · Tutorial
Quality: 5,740 global accepts · Rating: 2100 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
Tang2's solution

1458.
1354E
Graph Coloring · Tutorial
Quality: 3,731 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs
Tang2's solution

1459.
1355E
Restorer Distance · Tutorial
Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search
Tang2's solution

1460.
1360H
Binary Median · Tutorial
Quality: 4,861 global accepts · Rating: 2100 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
Tang2's solution

1461.
1435E
Solo mid Oracle · Tutorial
Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory, ternary search
Tang2's solution

1462.
1365F
Swaps Again · Tutorial
Quality: 4,757 global accepts · Rating: 2100 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings
Tang2's solution

1463.
1364D
Ehab's Last Corollary · Tutorial
Quality: 4,962 global accepts · Rating: 2100 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
Tang2's solution

1464.
1393D
Rarity and New Dress · Tutorial
Quality: 4,193 global accepts · Rating: 2100 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
Tang2's solution

1465.
1975E
Chain Queries · Tutorial

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
Tang2's solution

1466.
1389D
Segment Intersections · Tutorial
Quality: 4,554 global accepts · Rating: 2100 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Tang2's solution

1467.
1392E
Omkar and Duck · Tutorial
Quality: 3,748 global accepts · Rating: 2100 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Tang2's solution

1468.
1530E
Minimax · Tutorial
Quality: 3,255 global accepts · Rating: 2100 · first AC: 2024-05-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Tang2's solution

1469.
1366E
Two Arrays · Tutorial
Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
Tang2's solution

1470.
1418D
Trash Problem · Tutorial
Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Tang2's solution

1471.
1419E
Decryption · Tutorial
Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
Tang2's solution

1472.
1553E
Permutation Shift · Tutorial
Quality: 3,773 global accepts · Rating: 2100 · first AC: 2024-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
Tang2's solution

1473.
1370E
Binary Subsequence Rotation · Tutorial
Quality: 5,220 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Tang2's solution

1474.
1493D
GCD of an Array · Tutorial
Quality: 5,744 global accepts · Rating: 2100 · first AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers
Tang2's solution

1475.
1372D
Omkar and Circle · Tutorial
Quality: 5,720 global accepts · Rating: 2100 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
Tang2's solution

1476.
1668D
Optimal Partition · Tutorial
Rating: 2100 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Tang2's solution

1477.
1367F1
Flying Sort (Easy Version) · Tutorial
Quality: 3,626 global accepts · Rating: 2100 · first AC: 2023-12-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
Tang2's solution

1478.
1486D
Max Median · Tutorial
Quality: 9,730 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp
Tang2's solution

1479.
1480D2
Painting the Array II · Tutorial
Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
Tang2's solution

1480.
1272F
Two Bracket Sequences · Tutorial
Quality: 2,334 global accepts · Rating: 2200 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers
Tang2's solution

1481.
1278E
Tests for problem D · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
Tang2's solution

1482.
1641C
Anonymity Is Important · Tutorial
Quality: 2,844 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings
Tang2's solution

1483.
1328F
Make k Equal · Tutorial
Quality: 3,525 global accepts · Rating: 2200 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Tang2's solution

1484.
1334E
Divisor Paths · Tutorial
Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
Tang2's solution

1485.
1635E
Cars · Tutorial

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings
Tang2's solution

1486.
1311E
Construct the Binary Tree · Tutorial
Quality: 2,723 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, trees
Tang2's solution

1487.
1295E
Permutation Separation · Tutorial
Quality: 2,773 global accepts · Rating: 2200 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
Tang2's solution

1488.
1353F
Decreasing Heights · Tutorial
Quality: 3,613 global accepts · Rating: 2200 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
Tang2's solution

1489.
1373E
Sum of Digits · Tutorial
Quality: 2,952 global accepts · Rating: 2200 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
Tang2's solution

1490.
1515E
Phoenix and Computers · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
Tang2's solution

1491.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Tang2's solution

1492.
1437E
Make It Increasing · Tutorial
Quality: 3,928 global accepts · Rating: 2200 · first AC: 2024-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation
Tang2's solution

1493.
1428E
Carrots for Rabbits · Tutorial
Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Tang2's solution

1494.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Tang2's solution

1495.
1461E
Water Level · Tutorial

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
Tang2's solution

1496.
1438D
Powerful Ksenia · Tutorial
Quality: 4,545 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
Tang2's solution

1497.
1467D
Sum of Paths · Tutorial
Quality: 3,995 global accepts · Rating: 2200 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Tang2's solution

1498.
1562D2
Two Hundred Twenty One (hard version) · Tutorial
Quality: 2,245 global accepts · Rating: 2200 · first AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
Tang2's solution

1499.
1485D
Multiples and Power Differences · Tutorial
Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
Tang2's solution

1500.
1474D
Cleaning · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2024-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
Tang2's solution

1501.
1384B2
Koa and the Beach (Hard Version) · Tutorial
Quality: 2,591 global accepts · Rating: 2200 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
Tang2's solution

1502.
1537E2
Erase and Extend (Hard Version) · Tutorial
Quality: 6,162 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
Tang2's solution

1503.
1285E
Delete a Segment · Tutorial
Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
Tang2's solution

1504.
1252L
Road Construction · Tutorial
Quality: 642 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
Tang2's solution

1505.
1983E
I Love Balls · Tutorial
Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

Tang2's solution

1506.
1982E
Number of k-good subarrays · Tutorial
Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle
Tang2's solution

1507.
1342E
Placing Rooks · Tutorial
Quality: 3,559 global accepts · Rating: 2300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math
Tang2's solution

1508.
1534E
Lost Array · Tutorial
Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
Tang2's solution

1509.
1380E
Merging Towers · Tutorial
Quality: 2,409 global accepts · Rating: 2300 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, implementation, trees
Tang2's solution

1510.
2193H
Remove the Grail Tree · Tutorial
Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
Tang2's solution

1511.
1096G
Lucky Tickets · Tutorial
Quality: 1,970 global accepts · Rating: 2400 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft
Tang2's solution

1512.
1341E
Nastya and Unexpected Guest · Tutorial
Rating: 2400 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, shortest paths
Tang2's solution

1513.
1392F
Omkar and Landslide · Tutorial
Quality: 2,403 global accepts · Rating: 2400 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math
Tang2's solution

1514.
2183F
Jumping Man · Tutorial
Quality: 1,131 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
Tang2's solution

1515.
1746E1
Joking (Easy Version) · Tutorial
Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, interactive, ternary search
Tang2's solution

1516.
1987F1
Interesting Problem (Easy Version) · Tutorial
Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp
Tang2's solution

1517.
1987F2
Interesting Problem (Hard Version) · Tutorial
Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp
Tang2's solution

1518.
1982F
Sorting Problem Again · Tutorial
Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings
Tang2's solution

1519.
106380E
Entering the unknown · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1520.
106380L
Leak · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1521.
106380J
Just reseat! · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1522.
106380I
I take from the richer · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1523.
106380D
Do you play Ballance? · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1524.
106380C
Colorful logo · Tutorial
Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1525.
106440J
g Tutorial kd
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Tang2's solution

1526.
106440K
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Tang2's solution

1527.
106440L
PPIIIGG · Tutorial
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Tang2's solution

1528.
106440H
k[N]SG · Tutorial
Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1529.
106440F
w-g XT · Tutorial
Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1530.
106440M
·Ruo'ao Nãx · Tutorial
Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1531.
106440G
fufu •~Npnn · Tutorial
Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1532.
106440B
Q5S · Tutorial
Rating: — · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1533.
106456A
Your Shine Your Be! · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1534.
106456M
Little t's GCD · Tutorial
Rating: — · first AC: 2026-04-05 · last AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1535.
106456J
Tree · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1536.
106456L
Tornado Destroys the Parking Lot · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1537.
106456B
Bus Game · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1538.
106456C
Crossing · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1539.
106456F
Fanfan's Bracket Sequence · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1540.
106456G
Taffy vs Goblins · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1541.
106456E
Simple Math · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1542.
106456D
Taffy's LCM · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1543.
106456I
Milk Tea · Tutorial
Rating: — · first AC: 2026-04-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1544.
105173I
Password · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1545.
105173L
Bracket Generation · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1546.
105173E
Checksum · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1547.
105173D
nIM gAME · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1548.
105173A
Paper Watering · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1549.
105173J
Breakfast · Tutorial
Rating: — · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1550.
105901F
Knapsack · Tutorial
Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1551.
105901A
Problem Setting · Tutorial
Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1552.
105901L
Subsequence · Tutorial
Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1553.
105901I
Bingo 3 · Tutorial
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1554.
105977E
Sa[illegible]b Tutorial
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1555.
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Rating: — · first AC: 2026-04-02 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1562.

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Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1563.

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Toxel N[•Sin]Vþ’t · Tutorial

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

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Sìu · Tutorial

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

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vô¸Ng Y'rìzË–Æ · Tutorial

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Tang2's solution

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Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

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105941D

2025 · Tutorial

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1568.

105941H

h Qýep · Tutorial

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1569.

105941J

Ring Trick · Tutorial

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1570.

105941M

]Ý–©,z[f–b · Tutorial

Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1571.
105911C
Osiris · Tutorial
Rating: — · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1572.
106239E
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Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1573.
106239M
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Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1574.
106239H
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Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1575.
106239K
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Tang2's solution

1576.
106239L
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Tang2's solution

1577.
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Rating: — · first AC: 2025-12-25 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1578.
105588C
Coin · Tutorial
Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1579.
105588E
Extracting Weights · Tutorial
Rating: — · first AC: 2025-08-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1580.
105588G
GCD · Tutorial
Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1581.
105588L
Last Chance: Threads of Despair · Tutorial
Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1582.
105588J
Just another Sorting Problem · Tutorial
Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1583.
105588M
Matrix Construction · Tutorial
Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1584.
105588H
Horizon Scanning · Tutorial
Rating: — · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1585.
104021L
Xian Xiang · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1586.
104021H
Delivery Route · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1587.
104021A
Girls Band Party · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1588.
104021D
Easy Problem · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1589.
104021F
Function! · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1590.
104021K
Largest Common Submatrix · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1591.
104021G
Pot!! · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1592.
104021I
Base62 · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1593.
104021B
So Easy · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1594.
104021N
Fibonacci Sequence · Tutorial
Rating: — · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1595.
105911E
God's String on This Wonderful World · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1596.
105911I
Dating Day · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1597.
105911G
Exploration · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1598.
105911F
Caloric Difference · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1599.
105911M
Divide coins · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1600.
105911K
Rotation · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1601.
105911D
Virtuous Pope · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1602.
105911A
Nezha Naohai · Tutorial
Rating: — · first AC: 2025-05-22 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1603.
105851I
g \ LCM · Tutorial
Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1604.
105851E
^ •nWAP Tutorial
Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1605.
105851G
„Spork ¾˜˜
Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1606.
105851C
x x Tutorial
Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1607.
105851A
R –d01N2 Tutorial
Rating: — · first AC: 2025-05-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1608.
105537J
Just Half is Enough · Tutorial
Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1609.
105537K
Keyboard Chaos · Tutorial
Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1610.
105537I
If I Could Turn Back Time · Tutorial
Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1611.
105537F
False Alarm · Tutorial
Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1612.
105537A
Another Brick in the Wall · Tutorial
Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1613.
105486D
Closest Derangement · Tutorial
Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1614.
105446E
Eradication Sort · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1615.
105446L
Leg Day · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1616.
105446F
Finding Suspicious Proteins · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1617.
105446G
Word Search · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1618.
105446D
Drone Control · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1619.
105446I
Inconsistent Patterns · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1620.
105446K
Knitting · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1621.
105446A
Amalgram · Tutorial
Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1622.
105471E
Dominating Point · Tutorial
Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1623.
105471G
An Easy Math Problem · Tutorial
Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1624.
105471N
Python Program · Tutorial
Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1625.
105471H
Elimination Series Once More · Tutorial
Rating: — · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Tang2's solution

1626.
105484B
Birthday Gift · Tutorial
Rating: — · first AC: 2024-11-16 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1627.
105484K
Strips · Tutorial
Rating: — · first AC: 2024-11-16 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1628.
105484E
Left Shifting 3 · Tutorial
Rating: — · first AC: 2024-11-16 · last AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1629.
105484M
Ordainer of Inexorable Judgment · Tutorial
Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1630.
105484G
Binary Tree · Tutorial
Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1631.
105484J
Social Media · Tutorial
Rating: — · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Tang2's solution

1632.
105465E
Eliminate Tree · Tutorial
Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1633.
105465M
Max Minus Min · Tutorial
Rating: — · first AC: 2024-11-14 · last AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1634.
105465K
K Subsequences · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1635.
105465J
Jackpot · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1636.
105465B
Build Permutation · Tutorial
Rating: — · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1637.
104160I
Quartz Collection · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1638.
104160A
Absolute Difference · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1639.
104160L
Tavern Chess · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1640.
104160F
Half Mixed · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1641.
104160C
Clamped Sequence · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1642.
104160D
DRX vs. T1 · Tutorial
Rating: — · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1643.
105486E
Disrupting Communications · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1644.
105486B
Athlete Welcome Ceremony · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1645.
105486J
Grand Prix of Ballance · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1646.
105486G
Expanding Array · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1647.
105486A
Arrow a Row · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1648.
105486L
Recover Statistics · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1649.
105386J
The Quest for El Dorado · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1650.
105386M
Italian Cuisine · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1651.
105386E
Relearn through Review · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1652.
105386I
Left Shifting 2 · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1653.
105386G
Be Positive · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1654.
105386B
Gold Medal · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1655.
105386A
Two-star Contest · Tutorial
Rating: — · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1656.
105385H
Stop the Castle · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1657.
105385D
Hero of the Kingdom · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1658.
105385J
Colorful Spanning Tree · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1659.
105385F
Divide the Sequence · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1660.
105385K
Matrix · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1661.
105385I
Left Shifting · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1662.
105385C
Colorful Segments 2 · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1663.
105385A
Printer · Tutorial
Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1664.
105487K
Xiao Kai's Dream of Provincial Scholarship · Tutorial
Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1665.
105487E
Centroid Tree · Tutorial
Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1666.
105487G
Increasing Sequence · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1667.
105487L
Puzzle · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1668.
105487M
Covering a Tree · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1669.
105487H
Square Root · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1670.
105487C
CCPC · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1671.
105487A
Box · Tutorial
Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1672.
105481G
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1673.
105481D
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1674.
105481L
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1675.
105481E
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Tang2's solution

1676.
105481C
cÒ Tutorial
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Tang2's solution

1677.
105481A
r1N Tutorial
Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1678.
105481J
~Ú Tutorial
Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1679.
105481B
kÔR Tutorial
Rating: — · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1680.
104857C
Cyclic Substrings · Tutorial
Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1681.
104857J
Takeout Delivering · Tutorial
Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1682.
104857G
Streak Manipulation · Tutorial
Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1683.
104857E
Matrix Distances · Tutorial
Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1684.
104857F
Colorful Balloons · Tutorial
Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1685.
105459L
A Game On Tree · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1686.
105459J
New Energy Vehicle · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1687.
105459K
Farm Management · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1688.
105459G
Welcome to Join the Online Meeting! · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1689.
105459C
Giving Directions in Harbin · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1690.
105459M
Weird Ceiling · Tutorial
Rating: — · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1691.
104869M
Outro: True Love Waits · Tutorial
Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1692.
104869K
Maximum Rating · Tutorial
Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1693.
104869J
Graft and Transplant · Tutorial
Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1694.
104869E
Sheep Eat Wolves · Tutorial
Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1695.
104869C
Swiss Stage · Tutorial
Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1696.
104976G
Snake Move · Tutorial
Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1697.
104976H
Sugar Sweet II · Tutorial
Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1698.
104976J
Mysterious Tree · Tutorial
Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1699.
104976D
Operator Precedence · Tutorial
Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1700.
104976M
V-Diagram · Tutorial
Rating: — · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1701.
104832F
Color Inversion on a Huge Chessboard · Tutorial
Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1702.
104832B
Rank Promotion · Tutorial
Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —

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1703.
104832A
Yokohama Phenomena · Tutorial
Rating: — · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1704.
104901M
Almost Convex · Tutorial
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1705.
104901K
Rainbow Subarray · Tutorial
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1706.
104901G
Gifts from Knowledge · Tutorial
Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1707.
104901A
Many Many Heads · Tutorial
Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1708.
104901I
Strange Sorting · Tutorial
Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1709.
104901D
Largest Digit · Tutorial
Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1710.
104639F
Alice and Bob · Tutorial
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Tang2's solution

1711.
104639G
Spanning Tree · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1712.
104639K
Minimum Euclidean Distance · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1713.
104639I
Pa?sWorD · Tutorial
Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1714.
104639J
Minimum Manhattan Distance · Tutorial
Rating: — · first AC: 2024-08-30 · last AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1715.
104639A
Qualifiers Ranking Rules · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1716.
104639D
Transitivity · Tutorial
Rating: — · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1717.
104639L
KaChang! · Tutorial
Rating: — · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1718.
104821L
Elevator · Tutorial
Rating: — · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1719.
104821A
Cool, It's Yesterday Four Times More · Tutorial
Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1720.
104821F
Equivalent Rewriting · Tutorial
Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1721.
104821G
Knapsack · Tutorial
Rating: — · first AC: 2024-08-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1722.
104821C
Primitive Root · Tutorial
Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1723.
104821I
Counter · Tutorial
Rating: — · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1724.
104787F
Mystery of Prime · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —

Tang2's solution

1725.
104787D
Yet Another Coffee · Tutorial
Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1726.
104787J
Keyi LIkes Reading · Tutorial
Rating: — · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1727.
104787G
Path · Tutorial
Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1728.
104787A
Make SYSU Great Again I · Tutorial
Rating: — · first AC: 2024-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1729.
105222E
L-Covering Checker · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1730.
105222H
GG and YY's Stone Game · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1731.
105222L
Beef Tripe in Soup Pot? · Tutorial
Rating: — · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1732.
105182C
Add · Tutorial
Rating: — · first AC: 2024-07-08 · last AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1733.
105182E
Maximal Substring Flipping · Tutorial
Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1734.
105182H
Juice · Tutorial
Rating: — · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1735.
105182D
Black and White Bead String · Tutorial
Rating: — · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1736.
105182I
Number Game · Tutorial
Rating: — · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: —
Tang2's solution

1737.
105182K
Sequence Operation · Tutorial
Rating: — · first AC: 2024-07-08 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1738.
105158C
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Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1739.
105158A
Once In My Life · Tutorial
Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1740.
105158J
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Rating: — · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1741.
104354C
Toxel N ep u b Vh
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Tang2's solution

1742.
104354G
Toxel N [W&u;
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Tang2's solution

1743.
104354K
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Tang2's solution

1744.
104354E
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Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1745.
104354B
Art for Rest · Tutorial
Rating: — · first AC: 2024-04-25 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1746.
104354F
Art for Last · Tutorial
Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1747.
`104354H`
Travel Begins · Tutorial
Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1748.
`104354A`
\·I4smn8l³SW
Rating: — · first AC: 2024-04-24 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1749.
`103729C`
Potion(hard version) · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1750.
`103729A`
Nucleic Acid Test · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1751.
`103729F`
Angel · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1752.
`103729L`
Chtholly and the Broken Chronograph · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1753.
`103729B`
Potion(easy version) · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1754.
`103729K`
PTT · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1755.
`103687M`
BpbBppbpBB · Tutorial
Rating: — · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1756.
`103687I`
Barbecue · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1757.
`103687G`
Easy Glide · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1758.
103687L
Candy Machine · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1759.
103687C
JB Wants to Earn Big Money · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1760.
103687B
JB Loves Comma · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1761.
103687A
JB Loves Math · Tutorial
Rating: — · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1762.
104279F
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Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1763.
104279D
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Rating: — · first AC: 2024-04-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1764.
104279H
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Rating: — · first AC: 2024-04-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1765.
104279J
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Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1766.
1042790
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Tang2's solution

1767.
104279L
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Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1768.
104279E
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Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1769.
104279Q
Du Cuo Ti Le · Tutorial
Rating: — · first AC: 2024-04-16 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1770.
104397J
Billboard · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1771.
104397A
Inverse Pairs of Binary Strings · Tutorial
Rating: — · first AC: 2024-04-05 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1772.
104337K
Dice Game · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1773.
104337F
Inverse Manacher · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1774.
104337J
Expansion · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1775.
104337H
Binary Craziness · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1776.
104337C
Darkness I · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1777.
104337M
Different Billing · Tutorial
Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1778.
104611I
hard math · Tutorial
Rating: — · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1779.
104611B
square game · Tutorial
Rating: — · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —

Tang2's solution

1780.
104611A
[illegible] · Tutorial
Rating: — · first AC: 2024-01-22 · last AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1781.
104611F
[illegible] · Tutorial
Rating: — · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1782.
103861I
Future Coder · Tutorial
Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1783.
103861A
DFS Order · Tutorial
Rating: — · first AC: 2023-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1784.
103708D
Different Pass a Ports · Tutorial
Rating: — · first AC: 2023-03-26 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1785.
103708J
Jeffrey's ambition · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1786.
103708K
Kilo Waste · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1787.
103708H
Hog Fencing · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
Tang2's solution

1788.
103708I
Isabel's Divisions · Tutorial
Rating: — · first AC: 2023-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
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