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1337A
Ichihime and Triangle · Tutorial
Quality: 42,915 global accepts · Rating: 800 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: constructive algorithms, math
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119.
2048B
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120.
2035B
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Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
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121.
1985D
Manhattan Circle · Tutorial
Quality: 41,411 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Thienu's solution

122.
1971C
Clock and Strings · Tutorial
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Thienu's solution

123.
1896B
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Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers
Thienu's solution

124.
1606A
AB Balance · Tutorial
Quality: 37,493 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: strings
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125.
1559A
Mocha and Math · Tutorial
Quality: 45,600 global accepts · Rating: 900 · first AC: 2021-08-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
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126.
1535B
Array Reodering · Tutorial
Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory, sortings
Thienu's solution

127.
1537B
Bad Boy · Tutorial
Quality: 42,324 global accepts · Rating: 900 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Thienu's solution

128.
1480B
The Great Hero · Tutorial

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
Thienu's solution

129.
1496A
Split it! · Tutorial
Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
Thienu's solution

130.
168A
Wizards and Demonstration · Tutorial
Quality: 11,506 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: implementation, math
Thienu's solution

131.
127A
Wasted Time · Tutorial
Quality: 12,592 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: geometry
Thienu's solution

132.
1110A
Parity · Tutorial
Quality: 16,028 global accepts · Rating: 900 · first AC: 2021-03-02 · PyPy 3 (first AC) · Tags: math
Thienu's solution

133.
1468N
Waste Sorting · Tutorial
Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Thienu's solution

134.
1419A
Digit Game · Tutorial
Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
Thienu's solution

135.
1427A
Avoiding Zero · Tutorial
Quality: 18,033 global accepts · Rating: 900 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
Thienu's solution

136.
1380A
Three Indices · Tutorial
Quality: 40,083 global accepts · Rating: 900 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
Thienu's solution

137.
1374B
Multiply by 2, divide by 6 · Tutorial
Quality: 71,595 global accepts · Rating: 900 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: math
Thienu's solution

138.
1373B
01 Game · Tutorial
Quality: 52,692 global accepts · Rating: 900 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: games
Thienu's solution

139.
1341A
Nastya and Rice · Tutorial

Quality: 30,431 global accepts · Rating: 900 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: math
Thienu's solution

140.
115A
Party · Tutorial
Quality: 43,367 global accepts · Rating: 900 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
Thienu's solution

141.
1337B
Kana and Dragon Quest game · Tutorial
Quality: 36,867 global accepts · Rating: 900 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: greedy, implementation, math
Thienu's solution

142.
1339A
Filling Diamonds · Tutorial
Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: brute force, dp, implementation, math
Thienu's solution

143.
2057B
Gorilla and the Exam · Tutorial
Quality: 23,279 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
Thienu's solution

144.
2034B
Rakhsh's Revival · Tutorial
Quality: 15,765 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers
Thienu's solution

145.
2002B
Removals Game · Tutorial
Quality: 22,992 global accepts · Rating: 1000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
Thienu's solution

146.
1985C
Good Prefixes · Tutorial
Quality: 40,116 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy
Thienu's solution

147.
1975B
378QAQ and Mocha's Array · Tutorial
Quality: 21,075 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings
Thienu's solution

148.
1930B
Permutation Printing · Tutorial
Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
Thienu's solution

149.
1804B
Vaccination · Tutorial
Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
Thienu's solution

150.
1704B
Luke is a Foodie · Tutorial
Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
Thienu's solution

151.
1671B
Consecutive Points Segment · Tutorial
Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
Thienu's solution

152.
1566C
MAX-MEX Cut · Tutorial
Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
Thienu's solution

153.
1567B
MEXor Mixup · Tutorial
Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy
Thienu's solution

154.
1550B
Maximum Cost Deletion · Tutorial
Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Thienu's solution

155.
1539A
Contest Start · Tutorial
Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, greedy, math
Thienu's solution

156.
1520C
Not Adjacent Matrix · Tutorial
Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Thienu's solution

157.
1515B
Phoenix and Puzzle · Tutorial
Quality: 27,072 global accepts · Rating: 1000 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory
Thienu's solution

158.
359A
Table · Tutorial
Quality: 9,140 global accepts · Rating: 1000 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
Thienu's solution

159.
1506C
Double-ended Strings · Tutorial
Quality: 35,644 global accepts · Rating: 1000 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
Thienu's solution

160.
1490B
Balanced Remainders · Tutorial
Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
Thienu's solution

161.
3A
Shortest path of the king · Tutorial
Quality: 22,149 global accepts · Rating: 1000 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths
Thienu's solution

162.
1474B
Different Divisors · Tutorial
Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory
Thienu's solution

163.
1450B
Balls of Steel · Tutorial
Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy
Thienu's solution

164.
1419D1
Sage's Birthday (easy version) · Tutorial
Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
Thienu's solution

165.
1405B
Array Cancellation · Tutorial
Quality: 23,030 global accepts · Rating: 1000 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Thienu's solution

166.
1388B
Captain Flint and a Long Voyage · Tutorial
Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Thienu's solution

167.
1374C
Move Brackets · Tutorial
Quality: 63,949 global accepts · Rating: 1000 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
Thienu's solution

168.
1373A
Donut Shops · Tutorial
Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Thienu's solution

169.
1362A
Johnny and Ancient Computer · Tutorial
Quality: 34,091 global accepts · Rating: 1000 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Thienu's solution

170.
1358B
Maria Breaks the Self-isolation · Tutorial
Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Thienu's solution

171.
1353C
Board Moves · Tutorial
Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · PyPy 3 (first AC) · Tags: math
Thienu's solution

172.
69A
Young Physicist · Tutorial
Quality: 202,414 global accepts · Rating: 1000 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
Thienu's solution

173.
2030C
A TRUE Battle · Tutorial
Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: brute force, games, greedy
Thienu's solution

174.
1984B
Large Addition · Tutorial
Quality: 20,956 global accepts · Rating: 1100 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
Thienu's solution

175.
1971D
Binary Cut · Tutorial
Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
Thienu's solution

176.
1942B
Bessie and MEX · Tutorial
Quality: 15,500 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
Thienu's solution

177.
1944B
Equal XOR · Tutorial
Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Thienu's solution

178.
1685A
Circular Local MiniMax · Tutorial
Quality: 18,594 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Thienu's solution

179.
1669D
Colorful Stamp · Tutorial
Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation
Thienu's solution

180.
1669F
Eating Candies · Tutorial
Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures,

greedy, two pointers
Thienu's solution

181.
1606B
Update Files · Tutorial
Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
Thienu's solution

182.
1566D1
Seating Arrangements (easy version) · Tutorial
Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
Thienu's solution

183.
1534B
Histogram Ugliness · Tutorial
Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Thienu's solution

184.
1523B
Lord of the Values · Tutorial
Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Thienu's solution

185.
1529B
Sifid and Strange Subsequences · Tutorial
Quality: 21,221 global accepts · Rating: 1100 · first AC: 2021-05-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
Thienu's solution

186.
1506B
Partial Replacement · Tutorial
Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Thienu's solution

187.
1490C
Sum of Cubes · Tutorial
Quality: 38,830 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
Thienu's solution

188.
1496B
Max and Mex · Tutorial
Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: math
Thienu's solution

189.
287A
IQ Test · Tutorial
Quality: 21,986 global accepts · Rating: 1100 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
Thienu's solution

190.
1472C
Long Jumps · Tutorial
Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
Thienu's solution

191.
1428C
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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy,

strings
Thienu's solution

192.
1375A
Sign Flipping · Tutorial
Quality: 18,843 global accepts · Rating: 1100 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

193.
1370B
GCD Compression · Tutorial
Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
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194.
1366A
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Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
Thienu's solution

195.
1365A
Matrix Game · Tutorial
Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
Thienu's solution

196.
1360C
Similar Pairs · Tutorial
Quality: 36,786 global accepts · Rating: 1100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, sortings
Thienu's solution

197.
1342B
Binary Period · Tutorial
Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
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198.
2048C
Kevin and Binary Strings · Tutorial
Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
Thienu's solution

199.
2002C
Black Circles · Tutorial
Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
Thienu's solution

200.
1985E
Secret Box · Tutorial
Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math
Thienu's solution

201.
1975C
Chamo and Mocha's Array · Tutorial
Quality: 17,167 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
Thienu's solution

202.
1909B
Make Almost Equal With Mod · Tutorial
Quality: 30,975 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory
Thienu's solution

203.
1704C
Virus · Tutorial
Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
Thienu's solution

204.
1671C
Dolce Vita · Tutorial
Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math
Thienu's solution

205.
1669E
2-Letter Strings · Tutorial
Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings
Thienu's solution

206.
1669G
Fall Down · Tutorial
Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation
Thienu's solution

207.
1485B
Replace and Keep Sorted · Tutorial
Quality: 17,922 global accepts · Rating: 1200 · first AC: 2022-01-12 · last AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
Thienu's solution

208.
1586B
Omkar and Heavenly Tree · Tutorial
Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
Thienu's solution

209.
1553C
Penalty · Tutorial
Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
Thienu's solution

210.
1530C
Pursuit · Tutorial
Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings
Thienu's solution

211.
1546B
AquaMoon and Stolen String · Tutorial
Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
Thienu's solution

212.
1541B
Pleasant Pairs · Tutorial
Quality: 38,489 global accepts · Rating: 1200 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
Thienu's solution

213.
1539C
Stable Groups · Tutorial
Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
Thienu's solution

214.
1537C
Challenging Cliffs · Tutorial
Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Thienu's solution

215.
1536B
Prinzessin der Verurteilung · Tutorial
Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-10 · PyPy 3 (first AC) · Tags: brute force, constructive algorithms, strings
Thienu's solution

216.
1384A
Common Prefixes · Tutorial
Quality: 19,614 global accepts · Rating: 1200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Thienu's solution

217.
1520D
Same Differences · Tutorial
Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math
Thienu's solution

218.
1517B
Morning Jogging · Tutorial
Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Thienu's solution

219.
1490D
Permutation Transformation · Tutorial
Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
Thienu's solution

220.
1495A
Diamond Miner · Tutorial
Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
Thienu's solution

221.
1491B
Minimal Cost · Tutorial
Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
Thienu's solution

222.
1472D
Even-Odd Game · Tutorial
Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
Thienu's solution

223.
1419B
Stairs · Tutorial
Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
Thienu's solution

224.
1428B
Belted Rooms · Tutorial
Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
Thienu's solution

225.
1392C
Omkar and Waterslide · Tutorial
Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Thienu's solution

226.
342A
Xenia and Divisors · Tutorial
Quality: 13,875 global accepts · Rating: 1200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Thienu's solution

227.
1375B
Neighbor Grid · Tutorial
Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Thienu's solution

228.
1371B
Magical Calendar · Tutorial
Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: math
Thienu's solution

229.
1369B
AccurateLee · Tutorial
Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
Thienu's solution

230.
1364A
XXXXX · Tutorial
Quality: 31,364 global accepts · Rating: 1200 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, number theory, two pointers
Thienu's solution

231.
1362B
Johnny and His Hobbies · Tutorial
Quality: 21,045 global accepts · Rating: 1200 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force
Thienu's solution

232.
1363A
Odd Selection · Tutorial
Quality: 40,402 global accepts · Rating: 1200 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

Thienu's solution

233.
1339B
Sorted Adjacent Differences · Tutorial
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243.
1669H
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1558A
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1560D
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1553B
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1534C
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1466C
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Thienu's solution

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1446A
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Thienu's solution

253.
1381A1
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Thienu's solution

254.
1372B
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1371C
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Thienu's solution

256.
1373C
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257.
1367C
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Thienu's solution

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1364B
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Quality: 26,190 global accepts · Rating: 1300 · first AC: 2020-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
Thienu's solution

259.
1366B
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Thienu's solution

260.
1365B
Trouble Sort · Tutorial
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Thienu's solution

261.
1360E
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Thienu's solution

262.
1360D
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Quality: 43,019 global accepts · Rating: 1300 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Thienu's solution

263.
1341B
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Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
Thienu's solution

264.
2066A
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Quality: 7,174 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy,

implementation, interactive
Thienu's solution

265.
2034C
Trapped in the Witch's Labyrinth · Tutorial
Quality: 9,141 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation
Thienu's solution

266.
2035C
Alya and Permutation · Tutorial
Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
Thienu's solution

267.
1967A
Permutation Counting · Tutorial
Quality: 14,942 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings
Thienu's solution

268.
1967B1
Reverse Card (Easy Version) · Tutorial
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Thienu's solution

269.
1919C
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Quality: 28,593 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
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270.
1909C
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Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
Thienu's solution

271.
1896C
Matching Arrays · Tutorial
Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
Thienu's solution

272.
1573B
Swaps · Tutorial
Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
Thienu's solution

273.
1513B
AND Sequences · Tutorial
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Thienu's solution

274.
1559D1
Mocha and Diana (Easy Version) · Tutorial

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees
Thienu's solution

275.
1548A
Web of Lies · Tutorial
Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
Thienu's solution

276.
1551B2
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Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
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277.
1540A
Great Graphs · Tutorial
Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
Thienu's solution

278.
1520E
Arranging The Sheep · Tutorial
Quality: 28,615 global accepts · Rating: 1400 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Thienu's solution

279.
1515C
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Thienu's solution

280.
1517C
Fillomino 2 · Tutorial
Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation
Thienu's solution

281.
359B
Permutation · Tutorial
Quality: 8,708 global accepts · Rating: 1400 · first AC: 2021-04-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math
Thienu's solution

282.
1506D
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Thienu's solution

283.
1490E
Accidental Victory · Tutorial
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Thienu's solution

284.
1468C
Berpizza · Tutorial

Quality: 10,511 global accepts · Rating: 1400 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
Thienu's solution

285.
1456A
Bouncing Ball · Tutorial
Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
Thienu's solution

286.
1443C
The Delivery Dilemma · Tutorial
Quality: 16,829 global accepts · Rating: 1400 · first AC: 2020-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
Thienu's solution

287.
1427B
Chess Cheater · Tutorial
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Thienu's solution

288.
1408B
Arrays Sum · Tutorial
Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
Thienu's solution

289.
1380C
Create The Teams · Tutorial
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Thienu's solution

290.
1380B
Universal Solution · Tutorial
Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Thienu's solution

291.
1375C
Element Extermination · Tutorial
Quality: 22,951 global accepts · Rating: 1400 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
Thienu's solution

292.
1374D
Zero Remainder Array · Tutorial
Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-29 · last AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers
Thienu's solution

293.
1369C
RationalLee · Tutorial
Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers
Thienu's solution

294.
1370C
Number Game · Tutorial
Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-21 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
Thienu's solution

295.
1365C
Rotation Matching · Tutorial
Quality: 24,984 global accepts · Rating: 1400 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
Thienu's solution

296.
1362C
Johnny and Another Rating Drop · Tutorial
Quality: 23,713 global accepts · Rating: 1400 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Thienu's solution

297.
1363B
Subsequence Hate · Tutorial
Quality: 26,133 global accepts · Rating: 1400 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Thienu's solution

298.
1355D
Game With Array · Tutorial
Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

299.
2057C
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Quality: 13,803 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
Thienu's solution

300.
1985F
Final Boss · Tutorial
Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
Thienu's solution

301.
1971E
Find the Car · Tutorial
Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
Thienu's solution

302.
1753A2
Make Nonzero Sum (hard version) · Tutorial
Quality: 11,608 global accepts · Rating: 1500 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
Thienu's solution

303.
1804C
Pull Your Luck · Tutorial
Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory
Thienu's solution

304.
1710A
Color the Picture · Tutorial
Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
Thienu's solution

305.
1673C
Palindrome Basis · Tutorial

Quality: 18,019 global accepts · Rating: 1500 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory
Thienu's solution

306.
1569C
Jury Meeting · Tutorial
Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
Thienu's solution

307.
1553D
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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
Thienu's solution

308.
1552B
Running for Gold · Tutorial
Quality: 16,932 global accepts · Rating: 1500 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, sortings
Thienu's solution

309.
1551C
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Quality: 14,544 global accepts · Rating: 1500 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, strings
Thienu's solution

310.
1545A
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Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: sortings
Thienu's solution

311.
1542B
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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Thienu's solution

312.
1536C
Diluc and Kaeya · Tutorial
Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory
Thienu's solution

313.
1516B
AGAGA XOOORRR · Tutorial
Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
Thienu's solution

314.
1515D
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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
Thienu's solution

315.
1506E
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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Thienu's solution

316.
1490F
Equalize the Array · Tutorial
Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Thienu's solution

317.
1466D
13th Labour of Heracles · Tutorial
Quality: 14,633 global accepts · Rating: 1500 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees
Thienu's solution

318.
1439A1
Binary Table (Easy Version) · Tutorial
Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
Thienu's solution

319.
1444A
Division · Tutorial
Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
Thienu's solution

320.
1419C
Killjoy · Tutorial
Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
Thienu's solution

321.
1419D2
Sage's Birthday (hard version) · Tutorial
Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers
Thienu's solution

322.
1408C
Discrete Acceleration · Tutorial
Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers
Thienu's solution

323.
1416A
k-Amazing Numbers · Tutorial
Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Thienu's solution

324.
1404A
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Quality: 19,394 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
Thienu's solution

325.
1397B
Power Sequence · Tutorial
Quality: 15,467 global accepts · Rating: 1500 · first AC: 2020-08-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, sortings
Thienu's solution

326.
1391C
Cyclic Permutations · Tutorial
Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
Thienu's solution

327.
1389C
Good String · Tutorial
Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers
Thienu's solution

328.
1372C
Omkar and Baseball · Tutorial
Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

329.
1368C
Even Picture · Tutorial
Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Thienu's solution

330.
1368B
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Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
Thienu's solution

331.
1366C
Palindromic Paths · Tutorial
Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
Thienu's solution

332.
1332C
K-Complete Word · Tutorial
Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings
Thienu's solution

333.
1339C
Powered Addition · Tutorial
Rating: 1500 · first AC: 2020-04-15 · PyPy 3 (first AC) · Tags: bitmasks, brute force, greedy
Thienu's solution

334.
1938H
Pho Restaurant · Tutorial
Quality: 2,679 global accepts · Rating: 1600 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

335.
2048D
Kevin and Competition Memories · Tutorial
Quality: 8,312 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers
Thienu's solution

336.
2034D
Darius' Wisdom · Tutorial

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Thienu's solution

337.
1985G
D-Function · Tutorial
Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
Thienu's solution

338.
1971F
Circle Perimeter · Tutorial
Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math
Thienu's solution

339.
1753B
Factorial Divisibility · Tutorial
Quality: 14,997 global accepts · Rating: 1600 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
Thienu's solution

340.
1677A
Tokitsukaze and Strange Inequality · Tutorial
Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
Thienu's solution

341.
1671D
Insert a Progression · Tutorial
Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Thienu's solution

342.
1566D2
Seating Arrangements (hard version) · Tutorial
Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
Thienu's solution

343.
1530D
Secret Santa · Tutorial
Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math
Thienu's solution

344.
1542C
Strange Function · Tutorial
Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
Thienu's solution

345.
1539D
PriceFixed · Tutorial
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346.
1537E1
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1523C
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348.
1528A
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1527C
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350.
1520F1
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351.
1514C
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352.
1503A
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353.
1483A
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Thienu's solution

354.
1468K
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Thienu's solution

355.
1423K
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Thienu's solution

356.
1396A
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Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

Thienu's solution

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1389B
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Thienu's solution

358.
1371D
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Thienu's solution

359.
1374E1
Reading Books (easy version) · Tutorial
Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Thienu's solution

360.
1373D
Maximum Sum on Even Positions · Tutorial
Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, greedy, implementation
Thienu's solution

361.
1364C
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Thienu's solution

362.
1363C
Game On Leaves · Tutorial
Quality: 21,085 global accepts · Rating: 1600 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: games, trees
Thienu's solution

363.
1358C
Celex Update · Tutorial
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364.
1353D
Constructing the Array · Tutorial
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365.
1352G
Special Permutation · Tutorial
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Thienu's solution

366.
431C
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Thienu's solution

367.
2030D
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Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
Thienu's solution

368.
2023B
Skipping · Tutorial
Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, shortest paths
Thienu's solution

369.
1985H1
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Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation
Thienu's solution

370.
1984C2
Magnitude (Hard Version) · Tutorial
Quality: 8,693 global accepts · Rating: 1700 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math
Thienu's solution

371.
1975D
Paint the Tree · Tutorial
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Thienu's solution

372.
1971G
XOUR · Tutorial
Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings
Thienu's solution

373.
1942C2
Bessie's Birthday Cake (Hard Version) · Tutorial
Quality: 6,875 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
Thienu's solution

374.
1936A
Bitwise Operation Wizard · Tutorial
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Thienu's solution

375.
1930C
Lexicographically Largest · Tutorial
Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings
Thienu's solution

376.
1896D
Ones and Twos · Tutorial
Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers
Thienu's solution

377.
1743D
Problem with Random Tests · Tutorial
Quality: 8,369 global accepts · Rating: 1700 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, probabilities
Thienu's solution

378.
1684D
Traps · Tutorial
Quality: 10,754 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
Thienu's solution

379.
1677B
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Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math
Thienu's solution

380.
1586C
Omkar and Determination · Tutorial
Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
Thienu's solution

381.
1580A
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Thienu's solution

382.
1561D1
Up the Strip (simplified version) · Tutorial
Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory
Thienu's solution

383.
1557C
Moamen and XOR · Tutorial
Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices
Thienu's solution

384.
1554B
Cobb · Tutorial
Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
Thienu's solution

385.
1551D1
Domino (easy version) · Tutorial
Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

386.
1550C
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Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation
Thienu's solution

387.
1543D1
RPD and Rap Sheet (Easy Version) · Tutorial
Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Thienu's solution

388.
1537D
Deleting Divisors · Tutorial
Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory
Thienu's solution

389.
1528B
Kavi on Pairing Duty · Tutorial
Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

390.
1516C
Baby Ehab Partitions Again · Tutorial
Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math
Thienu's solution

391.
1503B
3-Coloring · Tutorial
Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive
Thienu's solution

392.
1102E
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Quality: 6,922 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, sortings
Thienu's solution

393.
1491C
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Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
Thienu's solution

394.
1142A
The Beatles · Tutorial
Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
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395.
1479A
Searching Local Minimum · Tutorial
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Thienu's solution

396.
1474C
Array Destruction · Tutorial
Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings
Thienu's solution

397.
1472E
Correct Placement · Tutorial
Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
Thienu's solution

398.
1468F
Full Turn · Tutorial
Quality: 4,222 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, hashing, number theory
Thienu's solution

399.
1464A
Peaceful Rooks · Tutorial
Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
Thienu's solution

400.
1434B
Shurikens · Tutorial
Rating: 1700 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Thienu's solution

401.
1392D
Omkar and Bed Wars · Tutorial
Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
Thienu's solution

402.
1383A
String Transformation 1 · Tutorial
Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-24 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers
Thienu's solution

403.
1381A2
Prefix Flip (Hard Version) · Tutorial
Quality: 14,326 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers
Thienu's solution

404.
339D
Xenia and Bit Operations · Tutorial
Quality: 32,559 global accepts · Rating: 1700 · first AC: 2020-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Thienu's solution

405.
474D
Flowers · Tutorial
Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
Thienu's solution

406.
1360F
Spy-string · Tutorial
Quality: 13,520 global accepts · Rating: 1700 · first AC: 2020-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings
Thienu's solution

407.
1368D
AND, OR and square sum · Tutorial
Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
Thienu's solution

408.
1365D
Solve The Maze · Tutorial
Quality: 20,823 global accepts · Rating: 1700 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths
Thienu's solution

409.
1362D
Johnny and Contribution · Tutorial
Rating: 1700 · first AC: 2020-06-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, sortings
Thienu's solution

410.
1337D
Xenia and Colorful Gems · Tutorial
Rating: 1700 · first AC: 2020-04-16 · PyPy 3 (first AC) · Tags: binary search, data structures, implementation, math, sortings
Thienu's solution

411.
2035D
Yet Another Real Number Problem · Tutorial
Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math
Thienu's solution

412.
1965B
Missing Subsequence Sum · Tutorial
Quality: 8,124 global accepts · Rating: 1800 · first AC: 2024-05-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
Thienu's solution

413.
1930D1
Sum over all Substrings (Easy Version) · Tutorial
Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings
Thienu's solution

414.
1922E
Increasing Subsequences · Tutorial
Quality: 9,090 global accepts · Rating: 1800 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
Thienu's solution

415.
1718A1
Burenka and Traditions (easy version) · Tutorial
Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Thienu's solution

416.
1678B2
Tokitsukaze and Good 01-String (hard version) · Tutorial
Quality: 7,355 global accepts · Rating: 1800 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation
Thienu's solution

417.
1586D
Omkar and the Meaning of Life · Tutorial
Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math
Thienu's solution

418.
1572A
Book · Tutorial
Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
Thienu's solution

419.
1556D
Take a Guess · Tutorial
Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
Thienu's solution

420.
1556C
Compressed Bracket Sequence · Tutorial
Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
Thienu's solution

421.
1560E
Polycarp and String Transformation · Tutorial
Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings
Thienu's solution

422.
1548B
Integers Have Friends · Tutorial
Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
Thienu's solution

423.
1554C
Mikasa · Tutorial
Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation
Thienu's solution

424.
1554D
Diane · Tutorial
Quality: 10,562 global accepts · Rating: 1800 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
Thienu's solution

425.
1552C
Maximize the Intersections · Tutorial
Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings
Thienu's solution

426.
1552D
Array Differentiation · Tutorial
Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

Thienu's solution

427.
16C
Monitor · Tutorial
Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-06-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory
Thienu's solution

428.
1534D
Lost Tree · Tutorial
Quality: 6,811 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, trees
Thienu's solution

429.
1517D
Explorer Space · Tutorial
Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
Thienu's solution

430.
1508B
Almost Sorted · Tutorial
Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
Thienu's solution

431.
1129A2
Toy Train · Tutorial
Quality: 4,242 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
Thienu's solution

432.
888E
Maximum Subsequence · Tutorial
Quality: 9,202 global accepts · Rating: 1800 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
Thienu's solution

433.
1500A
Going Home · Tutorial
Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, math
Thienu's solution

434.
1286A
Garland · Tutorial
Quality: 9,647 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
Thienu's solution

435.
471D
MUH and Cube Walls · Tutorial
Quality: 10,277 global accepts · Rating: 1800 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
Thienu's solution

436.
1491D
Zookeeper and The Infinite Zoo · Tutorial
Quality: 8,287 global accepts · Rating: 1800 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Thienu's solution

437.
1477A
Nezzar and Board · Tutorial
Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
Thienu's solution

438.
1466E
Apollo versus Pan · Tutorial
Quality: 8,364 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
Thienu's solution

439.
1450D
Rating Compression · Tutorial
Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
Thienu's solution

440.
1446B
Catching Cheaters · Tutorial
Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
Thienu's solution

441.
1442B
Identify the Operations · Tutorial
Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation
Thienu's solution

442.
1442A
Extreme Subtraction · Tutorial
Quality: 9,721 global accepts · Rating: 1800 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy
Thienu's solution

443.
1396B
Stoned Game · Tutorial
Quality: 12,945 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy
Thienu's solution

444.
1402A
Fancy Fence · Tutorial
Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-28 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings
Thienu's solution

445.
1394A
Boboniu Chats with Du · Tutorial
Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers
Thienu's solution

446.
1388C
Uncle Bogdan and Country Happiness · Tutorial
Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
Thienu's solution

447.
1381B
Unmerge · Tutorial
Quality: 9,566 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
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448.
478C
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Quality: 20,597 global accepts · Rating: 1800 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy
Thienu's solution

449.
1367D
Task On The Board · Tutorial
Quality: 8,816 global accepts · Rating: 1800 · first AC: 2020-06-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
Thienu's solution

450.
448D
Multiplication Table · Tutorial
Quality: 16,668 global accepts · Rating: 1800 · first AC: 2020-04-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
Thienu's solution

451.
1938C
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Quality: 1,830 global accepts · Rating: 1900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

452.
2066B
White Magic · Tutorial
Quality: 5,461 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
Thienu's solution

453.
1178E
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Quality: 4,504 global accepts · Rating: 1900 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
Thienu's solution

454.
1922D
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Quality: 6,772 global accepts · Rating: 1900 · first AC: 2024-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
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455.
1909D
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1794D
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457.
1800F
Dasha and Nightmares · Tutorial
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1746D
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459.
1718A2
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1704D
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461.
1697D
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462.
1677C
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1569D
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1558B
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1560F1
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1477B
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Thienu's solution

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1547F
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1545B
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469.
1384B1
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359C
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1508A
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472.
1483B
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1490G
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1495B
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475.
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1439A2
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1353E
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1444B
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480.
1434A
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1428D
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1404B
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552D
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1383B
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1375D
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486.
1371E1
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1369D
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343C
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1367E
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1365E
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1360G
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2057D
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2048E
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1984D
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1951D
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1943B
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1804D
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1610D
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506.
1696E
Placing Jinas · Tutorial
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1685B
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508.
1574D
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509.
1566E
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1513D
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511.
1558C
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1551E
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1536D
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Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
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514.
359D
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515.
1506F
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516.
383C
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Thienu's solution

517.
464B
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518.
1456B
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Thienu's solution

519.
1427C
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1427D
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521.
1408D
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522.
1416B
Make Them Equal · Tutorial
Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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523.
1147C
Thanos Nim · Tutorial
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524.
1391D
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Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation
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525.
1380D
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Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers
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1370D
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Thienu's solution

527.
1350D
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Thienu's solution

528.
1363E
Tree Shuffling · Tutorial
Quality: 7,500 global accepts · Rating: 2000 · first AC: 2020-05-31 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, trees
Thienu's solution

529.
1938J
There and Back Again · Tutorial
Quality: 1,598 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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530.
2005E1
Subtangle Game (Easy Version) · Tutorial
Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation
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531.
1975E
Chain Queries · Tutorial
Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
Thienu's solution

532.
1971H
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1942D
Learning to Paint · Tutorial
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Thienu's solution

534.
1930D2
Sum over all Substrings (Hard Version) · Tutorial
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535.
1919D
01 Tree · Tutorial
Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
Thienu's solution

536.
1710B
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537.
1671E
Preorder · Tutorial
Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees
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538.
1606E
Arena · Tutorial
Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

539.
1560F2
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Quality: 4,971 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
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540.
1555E
Boring Segments · Tutorial
Quality: 4,531 global accepts · Rating: 2100 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
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541.
1547G
How Many Paths? · Tutorial
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542.
1553E
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Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
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543.
1551D2
Domino (hard version) · Tutorial
Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
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544.
1530E
Minimax · Tutorial
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545.
1538G
Gift Set · Tutorial
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Thienu's solution

546.
1516D
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Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers
Thienu's solution

547.
1483C
Skyline Photo · Tutorial
Rating: 2100 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
Thienu's solution

548.
551D
GukiZ and Binary Operations · Tutorial
Quality: 2,111 global accepts · Rating: 2100 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, implementation, math, matrices, number theory
Thienu's solution

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1479B2
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Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
Thienu's solution

550.
1472G
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Quality: 5,646 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Thienu's solution

551.
1472F
New Year's Puzzle · Tutorial
Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
Thienu's solution

552.
1466F
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Thienu's solution

553.
1464B
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Thienu's solution

554.
1450C1
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Quality: 5,916 global accepts · Rating: 2100 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

555.
1446C
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Thienu's solution

556.
1434C
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Rating: 2100 · first AC: 2020-10-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, ternary search
Thienu's solution

557.
909D
Colorful Points · Tutorial
Quality: 2,107 global accepts · Rating: 2100 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
Thienu's solution

558.
1392E
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559.
1389D
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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
Thienu's solution

560.
1372D
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Quality: 5,720 global accepts · Rating: 2100 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, games, greedy
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561.
484B
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Thienu's solution

562.
1370E
Binary Subsequence Rotation · Tutorial
Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
Thienu's solution

563.
1367F1
Flying Sort (Easy Version) · Tutorial
Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
Thienu's solution

564.
1366E
Two Arrays · Tutorial
Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers
Thienu's solution

565.
1364D
Ehab's Last Corollary · Tutorial
Quality: 4,962 global accepts · Rating: 2100 · first AC: 2020-06-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
Thienu's solution

566.
1365F
Swaps Again · Tutorial
Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
Thienu's solution

567.
1363D
Guess The Maximums · Tutorial
Quality: 4,418 global accepts · Rating: 2100 · first AC: 2020-06-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, interactive, math
Thienu's solution

568.
1360H
Binary Median · Tutorial
Quality: 4,861 global accepts · Rating: 2100 · first AC: 2020-05-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms
Thienu's solution

569.
1938E
Duplicates · Tutorial
Quality: 1,275 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

570.
2034E
Permutations Harmony · Tutorial
Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math
Thienu's solution

571.
2036G
Library of Magic · Tutorial
Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory
Thienu's solution

572.
2030E
MEXimize the Score · Tutorial
Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math
Thienu's solution

573.
526D
Om Nom and Necklace · Tutorial
Quality: 2,446 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings
Thienu's solution

574.
1398E
Two Types of Spells · Tutorial
Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings
Thienu's solution

575.
1468H
K and Medians · Tutorial
Quality: 1,996 global accepts · Rating: 2200 · first AC: 2024-10-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Thienu's solution

576.
1178F1
Short Colorful Strip · Tutorial
Quality: 2,287 global accepts · Rating: 2200 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp
Thienu's solution

577.
1985H2
Maximize the Largest Component (Hard Version) · Tutorial
Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation
Thienu's solution

578.
1967B2
Reverse Card (Hard Version) · Tutorial
Quality: 4,859 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
Thienu's solution

579.
1909F1
Small Permutation Problem (Easy Version) · Tutorial
Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math
Thienu's solution

580.
1806E
Tree Master · Tutorial
Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
Thienu's solution

581.
1800G
Symmetree · Tutorial
Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees
Thienu's solution

582.
1721E
Prefix Function Queries · Tutorial
Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees
Thienu's solution

583.
1704E
Count Seconds · Tutorial
Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math
Thienu's solution

584.
1155E
Guess the Root · Tutorial
Quality: 1,602 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math
Thienu's solution

585.
1607G
Banquet Preparations 1 · Tutorial
Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
Thienu's solution

586.
1607H
Banquet Preparations 2 · Tutorial
Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers
Thienu's solution

587.
1586E
Moment of Bloom · Tutorial
Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees
Thienu's solution

588.
1567E
Non-Decreasing Dilemma · Tutorial
Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
Thienu's solution

589.
1100E
Andrew and Taxi · Tutorial
Quality: 2,630 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs
Thienu's solution

590.
906B
Seating of Students · Tutorial
Quality: 1,323 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
Thienu's solution

591.
1140E
Palindrome-less Arrays · Tutorial
Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
Thienu's solution

592.
1556E
Equilibrium · Tutorial
Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
Thienu's solution

593.
1559E
Mocha and Stars · Tutorial
Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
Thienu's solution

594.
1557D
Ezzat and Grid · Tutorial
Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Thienu's solution

595.
1552F
Telepanting · Tutorial
Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings
Thienu's solution

596.
1551F
Equidistant Vertices · Tutorial
Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
Thienu's solution

597.
1543D2
RPD and Rap Sheet (Hard Version) · Tutorial
Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math
Thienu's solution

598.
1227F1
Wrong Answer on test 233 (Easy Version) · Tutorial
Quality: 2,058 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: dp
Thienu's solution

599.
1542D
Priority Queue · Tutorial
Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search
Thienu's solution

600.
1537E2
Erase and Extend (Hard Version) · Tutorial
Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers
Thienu's solution

601.
1537F
Figure Fixing · Tutorial
Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math
Thienu's solution

602.
1384B2
Koa and the Beach (Hard Version) · Tutorial
Quality: 2,591 global accepts · Rating: 2200 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
Thienu's solution

603.
1520G
To Go Or Not To Go? · Tutorial
Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths
Thienu's solution

604.
1520F2
Guess the K-th Zero (Hard version) · Tutorial
Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive
Thienu's solution

605.
1515E
Phoenix and Computers · Tutorial
Quality: 4,477 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

606.
1503C
Travelling Salesman Problem · Tutorial
Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

Thienu's solution

607.
1353F
Decreasing Heights · Tutorial
Quality: 3,613 global accepts · Rating: 2200 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
Thienu's solution

608.
1500B
Two chandeliers · Tutorial
Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
Thienu's solution

609.
369D
Valera and Fools · Tutorial
Quality: 1,284 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
Thienu's solution

610.
86D
Powerful array · Tutorial
Quality: 16,880 global accepts · Rating: 2200 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
Thienu's solution

611.
286B
Shifting · Tutorial
Quality: 1,172 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
Thienu's solution

612.
1059D
Nature Reserve · Tutorial
Quality: 2,999 global accepts · Rating: 2200 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
Thienu's solution

613.
1474D
Cleaning · Tutorial
Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
Thienu's solution

614.
1467D
Sum of Paths · Tutorial
Quality: 3,996 global accepts · Rating: 2200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

615.
1456C
New Game Plus! · Tutorial
Rating: 2200 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
Thienu's solution

616.
1428E
Carrots for Rabbits · Tutorial
Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
Thienu's solution

617.
1389E
Calendar Ambiguity · Tutorial
Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Thienu's solution

618.
645E
Intellectual Inquiry · Tutorial
Quality: 1,408 global accepts · Rating: 2200 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
Thienu's solution

619.
1283F
DIY Garland · Tutorial
Quality: 2,043 global accepts · Rating: 2200 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, trees
Thienu's solution

620.
746F
Music in Car · Tutorial
Quality: 903 global accepts · Rating: 2200 · first AC: 2020-07-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
Thienu's solution

621.
1373E
Sum of Digits · Tutorial
Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, greedy
Thienu's solution

622.
1938G
Personality Test · Tutorial
Quality: 1,290 global accepts · Rating: 2300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

623.
2066C
Bitwise Slides · Tutorial
Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
Thienu's solution

624.
2057E1
Another Exercise on Graphs (Easy Version) · Tutorial
Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
Thienu's solution

625.
2035E
Monster · Tutorial
Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search
Thienu's solution

626.
2002E
Cosmic Rays · Tutorial
Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
Thienu's solution

627.
1967C
Fenwick Tree · Tutorial
Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees
Thienu's solution

628.
1942E
Farm Game · Tutorial
Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games
Thienu's solution

629.
1943C
Tree Compass · Tutorial
Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
Thienu's solution

630.
1304F1
Animal Observation (easy version) · Tutorial
Quality: 2,000 global accepts · Rating: 2300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
Thienu's solution

631.
1929F
Sasha and the Wedding Binary Search Tree · Tutorial
Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees
Thienu's solution

632.
1929E
Sasha and the Happy Tree Cutting · Tutorial
Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
Thienu's solution

633.
1919F1
Wine Factory (Easy Version) · Tutorial
Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
Thienu's solution

634.
438D
The Child and Sequence · Tutorial
Quality: 11,606 global accepts · Rating: 2300 · first AC: 2022-05-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
Thienu's solution

635.
883C
Downloading B++ · Tutorial
Quality: 663 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
Thienu's solution

636.
1513E
Cost Equilibrium · Tutorial
Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
Thienu's solution

637.
1548D1
Gregor and the Odd Cows (Easy) · Tutorial
Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory
Thienu's solution

638.
1553F
Pairwise Modulo · Tutorial
Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math
Thienu's solution

639.
1552E
Colors and Intervals · Tutorial
Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
Thienu's solution

640.
1550D
Excellent Arrays · Tutorial
Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers
Thienu's solution

641.
1540B
Tree Array · Tutorial
Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
Thienu's solution

642.
1534E
Lost Array · Tutorial
Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths
Thienu's solution

643.
1404C
Fixed Point Removal · Tutorial
Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
Thienu's solution

644.
1536E
Omkar and Forest · Tutorial
Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths
Thienu's solution

645.
895E
Eyes Closed · Tutorial
Quality: 1,268 global accepts · Rating: 2300 · first AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities
Thienu's solution

646.
1528C
Trees of Tranquillity · Tutorial
Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

Thienu's solution

647.
383D
Antimatter · Tutorial
Quality: 3,342 global accepts · Rating: 2300 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp
Thienu's solution

648.
1495C
Garden of the Sun · Tutorial
Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
Thienu's solution

649.
1217E
Sum Queries? · Tutorial
Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-01-07 · last AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
Thienu's solution

650.
1073E
Segment Sum · Tutorial
Quality: 3,576 global accepts · Rating: 2300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
Thienu's solution

651.
1464C
Poman Numbers · Tutorial
Rating: 2300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math
Thienu's solution

652.
1450C2
Errich-Tac-Toe (Hard Version) · Tutorial
Quality: 4,178 global accepts · Rating: 2300 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

653.
1408F
Two Different · Tutorial
Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer
Thienu's solution

654.
1396C
Monster Invaders · Tutorial
Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
Thienu's solution

655.
1132E
Knapsack · Tutorial
Quality: 1,970 global accepts · Rating: 2300 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
Thienu's solution

656.
1371E2
Asterism (Hard Version) · Tutorial
Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
Thienu's solution

657.
1938F
Forming Groups · Tutorial
Quality: 932 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

658.
2066D1
Club of Young Aircraft Builders (easy version) · Tutorial
Quality: 1,442 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

659.
2023C
C+K+S · Tutorial
Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings
Thienu's solution

660.
1436E
Complicated Computations · Tutorial
Quality: 2,674 global accepts · Rating: 2400 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers
Thienu's solution

661.
1978F
Large Graph · Tutorial
Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
Thienu's solution

662.
1984E
Shuffle · Tutorial
Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
Thienu's solution

663.
1244G
Running in Pairs · Tutorial
Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
Thienu's solution

664.
1943D1
Counting Is Fun (Easy Version) · Tutorial
Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
Thienu's solution

665.
1304F2
Animal Observation (hard version) · Tutorial
Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
Thienu's solution

666.
1753D
The Beach · Tutorial
Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths
Thienu's solution

667.
1936C
Pokémon Arena · Tutorial
Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
Thienu's solution

668.
1930E
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Thienu's solution

669.
1913E
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670.
1909E
Multiple Lamps · Tutorial
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671.
1804E
Routing · Tutorial
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672.
342E
Xenia and Tree · Tutorial
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673.
1715E
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674.
1718C
Tonya and Burenka-179 · Tutorial
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675.
1713E
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676.
1709E
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677.
1707C
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678.
1697E
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679.
1679E
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1673F
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681.
1129C
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1090C
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683.
1089M
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684.
1473E
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685.
1252F
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686.
1526E
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Thienu's solution

687.
1527D
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Thienu's solution

688.
1187D
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689.
1286C1
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Thienu's solution

690.
1257F
Make Them Similar · Tutorial
Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle
Thienu's solution

691.
1028E
Restore Array · Tutorial
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Thienu's solution

692.
1227F2
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Thienu's solution

693.
1542E1
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694.
1469E
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695.
1418E
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Thienu's solution

696.
1523D
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Thienu's solution

697.
733E
Sleep in Class · Tutorial
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Thienu's solution

698.
359E
Neatness · Tutorial
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699.
332D
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700.
1491E
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701.
1450F
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702.
1442C
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703.
1428F
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704.
1408E
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705.
1392F
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706.
1374F
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707.
1369E
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Thienu's solution

708.
1358E
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709.
2057E2
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710.
2048F
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711.
2034F1
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Thienu's solution

712.
2035F
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Thienu's solution

713.
2005E2
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Thienu's solution

714.
297D
Color the Carpet · Tutorial
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715.
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Thienu's solution

716.
681E
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717.
1623E
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718.
1951F
Inversion Composition · Tutorial
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Thienu's solution

719.
1922F
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Thienu's solution

720.
1909F2
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Thienu's solution

721.
1806D
DSU Master · Tutorial
Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math
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722.
1746E1
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Thienu's solution

723.
1716E
Swap and Maximum Block · Tutorial
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Thienu's solution

724.
1716F
Bags with Balls · Tutorial
Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
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725.
1710C
XOR Triangle · Tutorial
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726.
1689E
ANDfinity · Tutorial
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727.
1691F
K-Set Tree · Tutorial
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728.
1673E
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1677D
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730.
55E
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731.
1586F
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732.
1574E
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Thienu's solution

733.
1508C
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734.
1320D
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1100D
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736.
1100F
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737.
311C
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738.
976D
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Thienu's solution

739.
1467E
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1556F
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Thienu's solution

741.
1562E
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Thienu's solution

742.
1559D2
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Thienu's solution

743.
666C
Codeword · Tutorial
Quality: 913 global accepts · Rating: 2500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings
Thienu's solution

744.
771D
Bear and Company · Tutorial
Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: dp
Thienu's solution

745.
954H
Path Counting · Tutorial
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Thienu's solution

746.
1188C
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747.
1174E
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Thienu's solution

748.
1548C
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Thienu's solution

749.
1550E
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Thienu's solution

750.
1043F
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Thienu's solution

751.
778C
Peterson Polyglot · Tutorial
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Thienu's solution

752.
295E
Yaroslav and Points · Tutorial
Quality: 818 global accepts · Rating: 2500 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Thienu's solution

753.
1539E
Game with Cards · Tutorial
Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
Thienu's solution

754.
1534F1
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Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy
Thienu's solution

755.
1497D
Genius · Tutorial
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Thienu's solution

756.
1361C
Johnny and Megan's Necklace · Tutorial
Quality: 1,836 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs
Thienu's solution

757.
379E
New Year Tree Decorations · Tutorial
Quality: 379 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, schedules, sortings
Thienu's solution

758.
825G
Tree Queries · Tutorial
Quality: 1,470 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
Thienu's solution

759.
710D
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Quality: 1,845 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
Thienu's solution

760.
1452E
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Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
Thienu's solution

761.
1085F
Rock-Paper-Scissors Champion · Tutorial
Quality: 710 global accepts · Rating: 2500 · first AC: 2021-06-02 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

762.
1528D
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Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
Thienu's solution

763.
1527E
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Quality: 2,907 global accepts · Rating: 2500 · first AC: 2021-05-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp
Thienu's solution

764.
1516E
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Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

765.
416E
President's Path · Tutorial
Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths
Thienu's solution

766.
1251F
Red-White Fence · Tutorial
Quality: 978 global accepts · Rating: 2500 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft
Thienu's solution

767.
1517E
Group Photo · Tutorial

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers
Thienu's solution

768.
757E
Bash Plays with Functions · Tutorial
Quality: 1,546 global accepts · Rating: 2500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, number theory
Thienu's solution

769.
855D
Rowena Ravenclaw's Diadem · Tutorial
Quality: 583 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: trees
Thienu's solution

770.
1479C
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Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms
Thienu's solution

771.
1474E
What Is It? · Tutorial
Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Thienu's solution

772.
1427E
Xum · Tutorial
Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
Thienu's solution

773.
1375E
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Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
Thienu's solution

774.
1368E
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Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
Thienu's solution

775.
1348F
Phoenix and Memory · Tutorial
Quality: 906 global accepts · Rating: 2600 · first AC: 2024-11-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy
Thienu's solution

776.
2002F1
Court Blue (Easy Version) · Tutorial
Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory
Thienu's solution

777.
1178F2
Long Colorful Strip · Tutorial

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: dp
Thienu's solution

778.
1700F
Puzzle · Tutorial
Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy
Thienu's solution

779.
1975F
Set · Tutorial
Quality: 1,038 global accepts · Rating: 2600 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math
Thienu's solution

780.
1848E
Vika and Stone Skipping · Tutorial
Quality: 925 global accepts · Rating: 2600 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math, number theory
Thienu's solution

781.
814E
An unavoidable detour for home · Tutorial
Quality: 725 global accepts · Rating: 2600 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
Thienu's solution

782.
1919E
Counting Prefixes · Tutorial
Quality: 1,130 global accepts · Rating: 2600 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
Thienu's solution

783.
1896F
Bracket Xoring · Tutorial
Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
Thienu's solution

784.
1893D
Colorful Constructive · Tutorial
Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
Thienu's solution

785.
1278F
Cards · Tutorial
Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-09-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities
Thienu's solution

786.
1704F
Colouring Game · Tutorial
Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games
Thienu's solution

787.
1696F
Tree Recovery · Tutorial

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees
Thienu's solution

788.
1685C
Bring Balance · Tutorial
Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
Thienu's solution

789.
1439B
Graph Subset Problem · Tutorial
Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
Thienu's solution

790.
1416D
Graph and Queries · Tutorial
Quality: 2,714 global accepts · Rating: 2600 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
Thienu's solution

791.
1469F
Power Sockets · Tutorial
Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
Thienu's solution

792.
1363F
Rotating Substrings · Tutorial
Quality: 1,739 global accepts · Rating: 2600 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings
Thienu's solution

793.
1110F
Nearest Leaf · Tutorial
Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
Thienu's solution

794.
1566F
Points Movement · Tutorial
Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
Thienu's solution

795.
1208F
Bits And Pieces · Tutorial
Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
Thienu's solution

796.
1569E
Playoff Restoration · Tutorial
Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
Thienu's solution

797.
1158D
Winding polygonal line · Tutorial

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
Thienu's solution

798.
311D
Interval Cubing · Tutorial
Quality: 783 global accepts · Rating: 2600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
Thienu's solution

799.
1140F
Extending Set of Points · Tutorial
Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu
Thienu's solution

800.
241E
Flights · Tutorial
Quality: 1,384 global accepts · Rating: 2600 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
Thienu's solution

801.
1558D
Top-Notch Insertions · Tutorial
Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
Thienu's solution

802.
631E
Product Sum · Tutorial
Quality: 3,205 global accepts · Rating: 2600 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry
Thienu's solution

803.
724G
Xor-matic Number of the Graph · Tutorial
Quality: 1,515 global accepts · Rating: 2600 · first AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees
Thienu's solution

804.
925D
Aztec Catacombs · Tutorial
Quality: 565 global accepts · Rating: 2600 · first AC: 2021-08-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Thienu's solution

805.
843C
Upgrading Tree · Tutorial
Quality: 408 global accepts · Rating: 2600 · first AC: 2021-08-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
Thienu's solution

806.
1406E
Deleting Numbers · Tutorial
Quality: 1,880 global accepts · Rating: 2600 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math, number theory
Thienu's solution

807.
1554E
You · Tutorial
Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory

Thienu's solution

808.
1217F
Forced Online Queries Problem · Tutorial
Quality: 722 global accepts · Rating: 2600 · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees
Thienu's solution

809.
1530F
Bingo · Tutorial
Quality: 992 global accepts · Rating: 2600 · first AC: 2021-07-18 · last AC: 2021-07-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
Thienu's solution

810.
1227G
Not Same · Tutorial
Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-07-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
Thienu's solution

811.
1257G
Divisor Set · Tutorial
Quality: 736 global accepts · Rating: 2600 · first AC: 2021-07-09 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory
Thienu's solution

812.
1437F
Emotional Fishermen · Tutorial
Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers
Thienu's solution

813.
1355F
Guess Divisors Count · Tutorial
Quality: 964 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, number theory
Thienu's solution

814.
1446D1
Frequency Problem (Easy Version) · Tutorial
Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
Thienu's solution

815.
1267F
Foolprüf Security · Tutorial
Quality: 720 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs
Thienu's solution

816.
1209F
Koala and Notebook · Tutorial
Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
Thienu's solution

817.
1539F
Strange Array · Tutorial
Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Thienu's solution

818.
1510B
Button Lock · Tutorial
Quality: 975 global accepts · Rating: 2600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
Thienu's solution

819.
1536F
Omkar and Akmar · Tutorial
Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri…
Thienu's solution

820.
1523E
Crypto Lights · Tutorial
Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
Thienu's solution

821.
1515F
Phoenix and Earthquake · Tutorial
Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
Thienu's solution

822.
1091F
New Year and the Mallard Expedition · Tutorial
Quality: 892 global accepts · Rating: 2600 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
Thienu's solution

823.
1495D
BFS Trees · Tutorial
Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
Thienu's solution

824.
1394C
Boboniu and String · Tutorial
Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search
Thienu's solution

825.
1375F
Integer Game · Tutorial
Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math
Thienu's solution

826.
1368F
Lamps on a Circle · Tutorial
Quality: 1,105 global accepts · Rating: 2600 · first AC: 2020-06-18 · C++17 (GCC 7-32) (first AC) · Tags: games, implementation, interactive, math
Thienu's solution

827.
2073H
Secret Lilies and Roses · Tutorial
Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
Thienu's solution

828.
2032F
Peanuts · Tutorial
Quality: 486 global accepts · Rating: 2700 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math
Thienu's solution

829.
1795G
Removal Sequences · Tutorial
Quality: 817 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs
Thienu's solution

830.
42E
Baldman and the military · Tutorial
Quality: 244 global accepts · Rating: 2700 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees
Thienu's solution

831.
1942F
Farmer John's Favorite Function · Tutorial
Quality: 973 global accepts · Rating: 2700 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
Thienu's solution

832.
1930F
Maximize the Difference · Tutorial
Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar
Thienu's solution

833.
1918G
Permutation of Given · Tutorial
Quality: 658 global accepts · Rating: 2700 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
Thienu's solution

834.
1924D
Balanced Subsequences · Tutorial
Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
Thienu's solution

835.
995E
Number Clicker · Tutorial
Quality: 928 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory
Thienu's solution

836.
1804F
Approximate Diameter · Tutorial
Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
Thienu's solution

837.
1715F
Crop Squares · Tutorial
Quality: 589 global accepts · Rating: 2700 · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math
Thienu's solution

838.
1720E
Misha and Paintings · Tutorial
Quality: 951 global accepts · Rating: 2700 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
Thienu's solution

839.
1671F
Permutation Counting · Tutorial
Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
Thienu's solution

840.
1574F
Occurrences · Tutorial
Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
Thienu's solution

841.
1572C
Paint · Tutorial
Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
Thienu's solution

842.
1567F
One-Four Overload · Tutorial
Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation
Thienu's solution

843.
1411G
No Game No Life · Tutorial
Quality: 891 global accepts · Rating: 2700 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices
Thienu's solution

844.
1468L
Prime Divisors Selection · Tutorial
Quality: 371 global accepts · Rating: 2700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory
Thienu's solution

845.
1451F
Nullify The Matrix · Tutorial
Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games
Thienu's solution

846.
1238G
Adilbek and the Watering System · Tutorial
Quality: 493 global accepts · Rating: 2700 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
Thienu's solution

847.
472F
Design Tutorial: Change the Goal · Tutorial
Quality: 301 global accepts · Rating: 2700 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, matrices
Thienu's solution

848.
1422F
Boring Queries · Tutorial
Quality: 1,273 global accepts · Rating: 2700 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
Thienu's solution

849.
1358F
Tasty Cookie · Tutorial
Quality: 502 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation
Thienu's solution

850.
1364E
X-OR · Tutorial
Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities
Thienu's solution

851.
1555F
Good Graph · Tutorial
Quality: 1,055 global accepts · Rating: 2700 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, trees
Thienu's solution

852.
1016G
Appropriate Team · Tutorial
Quality: 315 global accepts · Rating: 2700 · first AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory
Thienu's solution

853.
1215F
Radio Stations · Tutorial
Quality: 1,190 global accepts · Rating: 2700 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat
Thienu's solution

854.
1553G
Common Divisor Graph · Tutorial
Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
Thienu's solution

855.
1550F
Jumping Around · Tutorial
Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
Thienu's solution

856.
1313E
Concatenation with intersection · Tutorial
Quality: 720 global accepts · Rating: 2700 · first AC: 2021-07-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings, two pointers
Thienu's solution

857.
1000G
Two-Paths · Tutorial
Quality: 715 global accepts · Rating: 2700 · first AC: 2021-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees
Thienu's solution

858.
1543E
The Final Pursuit · Tutorial
Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
Thienu's solution

859.
1542E2
Abnormal Permutation Pairs (hard version) · Tutorial
Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-05 · last AC: 2021-07-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
Thienu's solution

860.
1540C1
Converging Array (Easy Version) · Tutorial
Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · last AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Thienu's solution

861.
1515G
Phoenix and Odometers · Tutorial
Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math, number theory
Thienu's solution

862.
2048G
Kevin and Matrices · Tutorial
Quality: 742 global accepts · Rating: 2800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math
Thienu's solution

863.
1654F
Minimal String Xoration · Tutorial
Quality: 1,483 global accepts · Rating: 2800 · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings
Thienu's solution

864.
796F
Sequence Recovery · Tutorial
Quality: 204 global accepts · Rating: 2800 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy
Thienu's solution

865.
1379E
Inverse Genealogy · Tutorial
Quality: 473 global accepts · Rating: 2800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
Thienu's solution

866.
1967D
Long Way to be Non-decreasing · Tutorial
Quality: 978 global accepts · Rating: 2800 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers
Thienu's solution

867.
1942G
Bessie and Cards · Tutorial
Quality: 737 global accepts · Rating: 2800 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

Thienu's solution

868.
1943D2
Counting Is Fun (Hard Version) · Tutorial
Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
Thienu's solution

869.
1919F2
Wine Factory (Hard Version) · Tutorial
Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices
Thienu's solution

870.
1746F
Kazaee · Tutorial
Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
Thienu's solution

871.
1721F
Matching Reduction · Tutorial
Quality: 514 global accepts · Rating: 2800 · first AC: 2022-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, flows, graph matchings, graphs, interactive
Thienu's solution

872.
1697F
Too Many Constraints · Tutorial
Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-12 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation
Thienu's solution

873.
1685D1
Permutation Weight (Easy Version) · Tutorial
Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
Thienu's solution

874.
1572D
Bridge Club · Tutorial
Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
Thienu's solution

875.
908G
New Year and Original Order · Tutorial
Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Thienu's solution

876.
913F
Strongly Connected Tournament · Tutorial
Quality: 771 global accepts · Rating: 2800 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities
Thienu's solution

877.
830D
Singer House · Tutorial
Quality: 980 global accepts · Rating: 2800 · first AC: 2021-08-20 · last AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, trees
Thienu's solution

878.
1371F
Raging Thunder · Tutorial
Quality: 691 global accepts · Rating: 2800 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation
Thienu's solution

879.
1525F
Goblins And Gnomes · Tutorial
Quality: 399 global accepts · Rating: 2800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings
Thienu's solution

880.
983E
NN country · Tutorial
Quality: 1,199 global accepts · Rating: 2800 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
Thienu's solution

881.
1436F
Sum Over Subsets · Tutorial
Quality: 625 global accepts · Rating: 2800 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory
Thienu's solution

882.
1413F
Roads and Ramen · Tutorial
Quality: 960 global accepts · Rating: 2800 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
Thienu's solution

883.
1152F1
Neko Rules the Catniverse (Small Version) · Tutorial
Quality: 756 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices
Thienu's solution

884.
702F
T-Shirts · Tutorial
Quality: 1,923 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures
Thienu's solution

885.
1088F
Ehab and a weird weight formula · Tutorial
Quality: 597 global accepts · Rating: 2800 · first AC: 2021-08-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
Thienu's solution

886.
1286C2
Madhouse (Hard version) · Tutorial
Quality: 745 global accepts · Rating: 2800 · first AC: 2021-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math
Thienu's solution

887.
1365G
Secure Password · Tutorial
Quality: 1,415 global accepts · Rating: 2800 · first AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
Thienu's solution

888.
1404D
Game of Pairs · Tutorial

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
Thienu's solution

889.
1375G
Tree Modification · Tutorial
Quality: 2,187 global accepts · Rating: 2800 · first AC: 2020-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
Thienu's solution

890.
2030G1
The Destruction of the Universe (Easy Version) · Tutorial
Quality: 261 global accepts · Rating: 2900 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
Thienu's solution

891.
2023D
Many Games · Tutorial
Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities
Thienu's solution

892.
1943E1
MEX Game 2 (Easy Version) · Tutorial
Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
Thienu's solution

893.
1928F
Digital Patterns · Tutorial
Quality: 347 global accepts · Rating: 2900 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math
Thienu's solution

894.
1580D
Subsequence · Tutorial
Quality: 1,109 global accepts · Rating: 2900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees
Thienu's solution

895.
1806F1
GCD Master (easy version) · Tutorial
Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings
Thienu's solution

896.
1806F2
GCD Master (hard version) · Tutorial
Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings
Thienu's solution

897.
1713F
Lost Array · Tutorial
Quality: 689 global accepts · Rating: 2900 · first AC: 2022-08-09 · last AC: 2022-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
Thienu's solution

898.
1677E
Tokitsukaze and Beautiful Subsegments · Tutorial

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures
Thienu's solution

899.
1562F
Tubular Bells · Tutorial
Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities
Thienu's solution

900.
1221G
Graph And Numbers · Tutorial
Quality: 876 global accepts · Rating: 2900 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
Thienu's solution

901.
809D
Hitchhiking in the Baltic States · Tutorial
Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
Thienu's solution

902.
1051G
Distinctification · Tutorial
Quality: 480 global accepts · Rating: 2900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy
Thienu's solution

903.
1487F
Ones · Tutorial
Quality: 503 global accepts · Rating: 2900 · first AC: 2021-08-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, shortest paths
Thienu's solution

904.
1553H
XOR and Distance · Tutorial
Quality: 842 global accepts · Rating: 2900 · first AC: 2021-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, trees
Thienu's solution

905.
1540C2
Converging Array (Hard Version) · Tutorial
Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
Thienu's solution

906.
1372E
Omkar and Last Floor · Tutorial
Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers
Thienu's solution

907.
2057G
Secret Message · Tutorial
Quality: 728 global accepts · Rating: 3000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math
Thienu's solution

908.
1909G
Pumping Lemma · Tutorial
Quality: 652 global accepts · Rating: 3000 · first AC: 2023-12-31 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
Thienu's solution

909.
1667E
Centroid Probabilities · Tutorial
Quality: 813 global accepts · Rating: 3000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math
Thienu's solution

910.
1743G
Antifibonacci Cut · Tutorial
Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math
Thienu's solution

911.
1707D
Partial Virtual Trees · Tutorial
Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
Thienu's solution

912.
1558E
Down Below · Tutorial
Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
Thienu's solution

913.
1152F2
Neko Rules the Catniverse (Large Version) · Tutorial
Quality: 924 global accepts · Rating: 3000 · first AC: 2021-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices
Thienu's solution

914.
1552G
A Serious Referee · Tutorial
Quality: 670 global accepts · Rating: 3000 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
Thienu's solution

915.
1545D
AquaMoon and Wrong Coordinate · Tutorial
Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
Thienu's solution

916.
2073I
Squares on Grid Lines · Tutorial
Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

917.
2048H
Kevin and Strange Operation · Tutorial
Quality: 248 global accepts · Rating: 3100 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
Thienu's solution

918.
2030G2
The Destruction of the Universe (Hard Version) · Tutorial
Quality: 197 global accepts · Rating: 3100 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
Thienu's solution

919.
1936D
Bitwise Paradox · Tutorial
Quality: 625 global accepts · Rating: 3100 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
Thienu's solution

920.
1930G
Prefix Max Set Counting · Tutorial
Quality: 497 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees
Thienu's solution

921.
438E
The Child and Binary Tree · Tutorial
Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-03-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory
Thienu's solution

922.
830E
Perpetual Motion Machine · Tutorial
Quality: 338 global accepts · Rating: 3100 · first AC: 2021-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
Thienu's solution

923.
1598G
The Sum of Good Numbers · Tutorial
Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings
Thienu's solution

924.
1483E
Vabank · Tutorial
Rating: 3200 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, interactive
Thienu's solution

925.
1495E
Qingshan and Daniel · Tutorial
Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
Thienu's solution

926.
2066E
Tropical Season · Tutorial
Quality: 421 global accepts · Rating: 3300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation
Thienu's solution

927.
2057F
Formation · Tutorial
Quality: 246 global accepts · Rating: 3300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers
Thienu's solution

928.
1949A
Grove · Tutorial
Quality: 203 global accepts · Rating: 3300 · first AC: 2024-03-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, geometry, probabilities

Thienu's solution

929.
1943E2
MEX Game 2 (Hard Version) · Tutorial
Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
Thienu's solution

930.
1753E
N Machines · Tutorial
Quality: 423 global accepts · Rating: 3300 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy
Thienu's solution

931.
1930H
Interactive Mex Tree · Tutorial
Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees
Thienu's solution

932.
1552H
Guess the Perimeter · Tutorial
Quality: 462 global accepts · Rating: 3300 · first AC: 2021-07-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, number theory
Thienu's solution

933.
1517G
Starry Night Camping · Tutorial
Quality: 710 global accepts · Rating: 3300 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs
Thienu's solution

934.
1936E
Yet Yet Another Permutation Problem · Tutorial
Quality: 147 global accepts · Rating: 3400 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, math
Thienu's solution

935.
1924F
Anti-Proxy Attendance · Tutorial
Quality: 226 global accepts · Rating: 3500 · first AC: 2024-01-29 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, ternary search
Thienu's solution

936.
104114B
Birthday Cake · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

937.
104114K
Knowledge Testing Problem · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

938.
104114I
Inadequate Operation · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

939.
104114C
COVID · Tutorial

Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

940.
`104114E`
Exercise · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

941.
`104114F`
Fortune over Sportsmanship · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

942.
`104114H`
Hanoi · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

943.
`104114G`
Gears · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

944.
`104114A`
AppendAppendAppend · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

945.
`104114N`
Nusret Gökçe · Tutorial
Rating: — · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

946.
`104871L`
Labelled Paths · Tutorial
Rating: — · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

947.
`104871K`
Keys · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

948.
`104871D`
Drying Laundry · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

949.
`104871C`
Cakes · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

950.
`104871G`
Going to the Moon · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

Thienu's solution

951.
104871I
Interactive Reconstruction · Tutorial
Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

952.
104871H
Human Resources · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

953.
104871B
Ball Passing · Tutorial
Rating: — · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

954.
104871E
Equal Schedules · Tutorial
Rating: — · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

955.
104017K
Gastronomic Event · Tutorial
Rating: — · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

956.
104017G
Round Table · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

957.
104017I
Antennas · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

958.
104017L
Circular Maze · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

959.
104017E
Evolution of Weasels · Tutorial
Rating: — · first AC: 2024-11-09 · PyPy 3-64 (first AC) · Tags: —
Thienu's solution

960.
104017B
Drone Photo · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

961.
104017D
Ice Cream Shop · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —

Thienu's solution

962.
104017C
Il Derby della Madonnina · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

963.
104017J
Boundary · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

964.
104017F
Bottle Arrangements · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

965.
104017A
Organizing SWERC · Tutorial
Rating: — · first AC: 2024-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

966.
105394E
Even Odd Game · Tutorial
Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

967.
105394G
Geometric Gridlock · Tutorial
Rating: — · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
Thienu's solution

968.
105394C
Copycat Catcher · Tutorial
Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

969.
105394D
Dark Alley · Tutorial
Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

970.
105394I
Interference · Tutorial
Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

971.
105394K
Kitten of Chaos · Tutorial
Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

972.
105394A
Alien Attack 2 · Tutorial
Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —

Thienu's solution

973.
105394M
Musical Mending · Tutorial
Rating: — · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

974.
105394B
Bookshelf Bottleneck · Tutorial
Rating: — · first AC: 2024-10-18 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

975.
101485H
Hole in One · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

976.
101485G
Guessing Camels · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

977.
101485B
Better Productivity · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

978.
101485F
Flight Plan Evaluation · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

979.
101485C
Cleaning Pipes · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

980.
101485K
Kitchen Combinatorics · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

981.
101485E
Elementary Math · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

982.
101485D
Debugging · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

983.
101485A
Assigning Workstations · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —

Thienu's solution

984.
`101485J`
Jumbled Communication · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

985.
`101485I`
Identifying Map Tiles · Tutorial
Rating: — · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

986.
`104785H`
History in Numbers · Tutorial
Rating: — · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

987.
`104848I`
1\%-Euclidean · Tutorial
Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
Thienu's solution

988.
`1952D`
Are You a Procrastinator? · Tutorial
Quality: 5,360 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, implementation
Thienu's solution

989.
`1952G`
Mathematician Takeover · Tutorial
Quality: 1,224 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, dfs and similar, math
Thienu's solution

990.
`1952J`
Help, what does it mean to be "Based" · Tutorial
Quality: 903 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, constructive algorithms, expression parsing, implementation, sortings
Thienu's solution

991.
`1952F`
Grid · Tutorial
Quality: 1,954 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force
Thienu's solution

992.
`1952C`
They Have Fooled · Tutorial
Quality: 3,263 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, schedules
Thienu's solution

993.
`1952B`
Is it stated? · Tutorial
Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings
Thienu's solution

994.
`1952A`
Are You a Robot, Again? · Tutorial
Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

Thienu's solution

995.
`103373I`
ICPC Kingdom · Tutorial
Rating: — · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

996.
`102500K`
Kitesurfing · Tutorial
Rating: — · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

997.
`102500B`
Balanced Cut · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

998.
`102500A`
Average Rank · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

999.
`102500H`
Height Profile · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1000.
`102500G`
Gnoll Hypothesis · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1001.
`102500J`
Jackdaws And Crows · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1002.
`102500C`
Canvas Line · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1003.
`102500E`
Expeditious Cubing · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1004.
`102500F`
Firetrucks Are Red · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —
Thienu's solution

1005.
`102500I`
Inverted Deck · Tutorial
Rating: — · first AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: —

Thienu's solution

1006.
1812C
Digits · Tutorial
Quality: 1,371 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special
Thienu's solution

1007.
1812H
Expected Twist · Tutorial
Quality: 174 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, interactive
Thienu's solution

1008.
1812F
Factorization · Tutorial
Quality: 1,335 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, number theory
Thienu's solution

1009.
1812E
Not a Geometry Problem · Tutorial
Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, geometry, math
Thienu's solution

1010.
1812B
Was it Rated? · Tutorial
Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, implementation
Thienu's solution

1011.
1812D
Trivial Conjecture · Tutorial
Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · PyPy 3-64 (first AC) · Tags: *special, constructive algorithms, math, number theory
Thienu's solution

1012.
1812J
Unmysterious Language · Tutorial
Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
Thienu's solution

1013.
1812A
Are You a Robot? · Tutorial
Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings
Thienu's solution

1014.
101623K
Knockout Tournament · Tutorial
Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1015.
101623H
High Score · Tutorial
Rating: — · first AC: 2022-10-25 · Java 8 (first AC) · Tags: —
Thienu's solution

1016.
101623G
Glyph Recognition · Tutorial

Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1017.
101623D
Dunglish · Tutorial
Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1018.
101623B
Boss Battle · Tutorial
Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1019.
100800H
Sunlight · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1020.
100800D
Slant Drilling · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1021.
100800I
Nimionese · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1022.
100800G
Drink Responsibly · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1023.
100800M
Milestone Counter · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1024.
100800B
Mountain Biking · Tutorial
Rating: — · first AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1025.
100800C
Conversation Log · Tutorial
Rating: — · first AC: 2022-10-23 · PyPy 3-64 (first AC) · Tags: —
Thienu's solution

1026.
101606B
Breaking Biscuits · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1027.
101606H
Hiking · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —

Thienu's solution

1028.
101606G
Gentlebots · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1029.
101606K
Knightsbridge Rises · Tutorial
Rating: — · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
Thienu's solution

1030.
101606L
Lizard Lounge · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1031.
101606F
Flipping Coins · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1032.
101606E
Education · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1033.
101606D
Deranging Hat · Tutorial
Rating: — · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
Thienu's solution

1034.
101606C
Cued In · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1035.
101606A
Alien Sunset · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1036.
101606I
I Work All Day · Tutorial
Rating: — · first AC: 2021-10-19 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1037.
101606J
Just A Minim · Tutorial
Rating: — · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: —
Thienu's solution

1038.
102483G
Game Design · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

Thienu's solution

1039.
`102483J`
Jinxed Betting · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1040.
`102483C`
Circuit Board Design · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1041.
`102483B`
Brexit Negotiations · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1042.
`102483I`
Inflation · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1043.
`102483H`
Hard Drive · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1044.
`102483K`
Kleptography · Tutorial
Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —
Thienu's solution

1045.
`103109K`
Kirby's Buffet · Tutorial
Rating: — · first AC: 2021-06-13 · C++17 (GCC 7-32) (first AC) · Tags: —
Thienu's solution

1046.
`1331A`
Is it rated? · Tutorial
Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-17 · PyPy 3 (first AC) · Tags: *special
Thienu's solution