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Unique solved — Timmyliuyunxi

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

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

Filters: none

Count: 559

1.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Timmyliuyunxi's solution](#)

2.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

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3.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,318 global accepts · Rating: 800 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings

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4.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[Timmyliuyunxi's solution](#)

5.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Timmyliuyunxi's solution](#)

6.

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, number theory

[Timmyliuyunxi's solution](#)

7.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

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8.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

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9.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings

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10.

2090A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 21,373 global accepts · Rating: 800 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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11.

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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12.

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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13.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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14.

2064A

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

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

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15.

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

Quality: 25,692 global accepts · Rating: 800 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math

[Timmyliuyunxi's solution](#)

16.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,510 global accepts · Rating: 800 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Timmyliuyunxi's solution](#)

17.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math

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18.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[Timmyliuyunxi's solution](#)

19.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Timmyliuyunxi's solution](#)

20.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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21.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

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22.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

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23.

2027A

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

Quality: 22,025 global accepts · Rating: 800 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

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24.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

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25.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[Timmyliuyunxi's solution](#)

26.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Timmyliuyunxi's solution](#)

27.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

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28.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Timmyliuyunxi's solution](#)

29.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings

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30.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[Timmyliuyunxi's solution](#)

31.

1944A

[Destroying Bridges](#) · [Tutorial](#)

Quality: 28,735 global accepts · Rating: 800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math
[Timmyliuyunxi's solution](#)

32.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[Timmyliuyunxi's solution](#)

33.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
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34.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · last AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[Timmyliuyunxi's solution](#)

35.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[Timmyliuyunxi's solution](#)

36.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Timmyliuyunxi's solution](#)

37.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,365 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[Timmyliuyunxi's solution](#)

38.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,961 global accepts · Rating: 800 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, strings
[Timmyliuyunxi's solution](#)

39.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[Timmyliuyunxi's solution](#)

40.

1925A

[We Got Everything Covered!](#) · [Tutorial](#)

Quality: 31,147 global accepts · Rating: 800 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
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41.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,651 global accepts · Rating: 800 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy

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42.

1919A

[Wallet Exchange](#) · [Tutorial](#)

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

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43.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

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44.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,085 global accepts · Rating: 800 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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45.

1899A

[Game with Integers](#) · [Tutorial](#)

Quality: 92,736 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

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46.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,254 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: math

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47.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,311 global accepts · Rating: 800 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math

[Timmyliuyunxi's solution](#)

48.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,540 global accepts · Rating: 800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Timmyliuyunxi's solution](#)

49.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Timmyliuyunxi's solution](#)

50.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,199 global accepts · Rating: 800 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Timmyliuyunxi's solution](#)

51.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,176 global accepts · Rating: 800 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math

[Timmyliuyunxi's solution](#)

52.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 54,979 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Timmyliuyunxi's solution](#)

53.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,264 global accepts · Rating: 800 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[Timmyliuyunxi's solution](#)

54.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

55.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Timmyliuyunxi's solution](#)

56.

1741B

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

Quality: 26,762 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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57.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Timmyliuyunxi's solution](#)

58.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Timmyliuyunxi's solution](#)

59.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,775 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

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60.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,653 global accepts · Rating: 800 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Timmyliuyunxi's solution](#)

61.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,420 global accepts · Rating: 900 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[Timmyliuyunxi's solution](#)

62.

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Timmyliuyunxi's solution](#)

63.

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,462 global accepts · Rating: 900 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Timmyliuyunxi's solution](#)

64.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Timmyliuyunxi's solution](#)

65.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,783 global accepts · Rating: 900 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings

[Timmyliuyunxi's solution](#)

66.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Timmyliuyunxi's solution](#)

67.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Timmyliuyunxi's solution](#)

68.

2026A

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

Quality: 20,263 global accepts · Rating: 900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[Timmyliuyunxi's solution](#)

69.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Timmyliuyunxi's solution](#)

70.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,469 global accepts · Rating: 900 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Timmyliuyunxi's solution](#)

71.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,672 global accepts · Rating: 900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Timmyliuyunxi's solution](#)

72.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,799 global accepts · Rating: 900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Timmyliuyunxi's solution](#)

73.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Timmyliuyunxi's solution](#)

74.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,895 global accepts · Rating: 900 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Timmyliuyunxi's solution](#)

75.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Timmyliuyunxi's solution](#)

76.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Timmyliuyunxi's solution](#)

77.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,467 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[Timmyliuyunxi's solution](#)

78.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Timmyliuyunxi's solution](#)

79.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, two pointers

[Timmyliuyunxi's solution](#)

80.

2039B

[Shohag Loves Strings](#) · [Tutorial](#)

Quality: 17,296 global accepts · Rating: 1000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[Timmyliuyunxi's solution](#)

81.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,884 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Timmyliuyunxi's solution](#)

82.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Timmyliuyunxi's solution](#)

83.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,157 global accepts · Rating: 1000 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[Timmyliuyunxi's solution](#)

84.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Timmyliuyunxi's solution](#)

85.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, two pointers

[Timmyliuyunxi's solution](#)

86.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Timmyliuyunxi's solution](#)

87.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,142 global accepts · Rating: 1000 · first AC: 2023-05-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, shortest paths

[Timmyliuyunxi's solution](#)

88.

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

89.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Timmyliuyunxi's solution](#)

90.

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[Timmyliuyunxi's solution](#)

91.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Timmyliuyunxi's solution](#)

92.

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Timmyliuyunxi's solution](#)

93.

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,885 global accepts · Rating: 1100 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive

algorithms, greedy, math

[Timmyliuyunxi's solution](#)

94.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Timmyliuyunxi's solution](#)

95.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Timmyliuyunxi's solution](#)

96.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Timmyliuyunxi's solution](#)

97.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Timmyliuyunxi's solution](#)

98.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, strings

[Timmyliuyunxi's solution](#)

99.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Timmyliuyunxi's solution](#)

100.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Timmyliuyunxi's solution](#)

101.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Timmyliuyunxi's solution](#)

102.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[Timmyliuyunxi's solution](#)

103.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Timmyliuyunxi's solution](#)

104.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,859 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Timmyliuyunxi's solution](#)

105.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,352 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Timmyliuyunxi's solution](#)

106.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,997 global accepts · Rating: 1100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Timmyliuyunxi's solution](#)

107.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,382 global accepts · Rating: 1100 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Timmyliuyunxi's solution](#)

108.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings

[Timmyliuyunxi's solution](#)

109.

1741C

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

Quality: 19,361 global accepts · Rating: 1100 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, two pointers

[Timmyliuyunxi's solution](#)

110.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, math

[Timmyliuyunxi's solution](#)

111.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Timmyliuyunxi's solution](#)

112.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Timmyliuyunxi's solution](#)

113.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,742 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Timmyliuyunxi's solution](#)

114.

2109B

[Slice to Survive](#) · Tutorial

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Timmyliuyunxi's solution](#)

115.

2092C

[Asuna and the Mosquitoes](#) · Tutorial

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Timmyliuyunxi's solution](#)

116.

2085B

[Serval and Final MEX](#) · Tutorial

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Timmyliuyunxi's solution](#)

117.

2067B

[Two Large Bags](#) · Tutorial

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Timmyliuyunxi's solution](#)

118.

2053B

[Outstanding Impressionist](#) · Tutorial

Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[Timmyliuyunxi's solution](#)

119.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · Tutorial

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Timmyliuyunxi's solution](#)

120.

2021B

[Maximize Mex](#) · Tutorial

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[Timmyliuyunxi's solution](#)

121.

489B

[BerSU Ball](#) · Tutorial

Quality: 56,735 global accepts · Rating: 1200 · first AC: 2024-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[Timmyliuyunxi's solution](#)

122.

1185C1

[Exam in BerSU \(easy version\)](#) · Tutorial

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Timmyliuyunxi's solution](#)

123.

1679B

[Stone Age Problem](#) · Tutorial

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[Timmyliuyunxi's solution](#)

124.

1925B

[A Balanced Problemset?](#) · [Tutorial](#)

Quality: 23,129 global accepts · Rating: 1200 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[Timmyliuyunxi's solution](#)

125.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,462 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, trees

[Timmyliuyunxi's solution](#)

126.

522A

[Reposts](#) · [Tutorial](#)

Quality: 18,827 global accepts · Rating: 1200 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, dp, graphs, trees

[Timmyliuyunxi's solution](#)

127.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Timmyliuyunxi's solution](#)

128.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,709 global accepts · Rating: 1200 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search

[Timmyliuyunxi's solution](#)

129.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,821 global accepts · Rating: 1200 · first AC: 2023-09-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[Timmyliuyunxi's solution](#)

130.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,039 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[Timmyliuyunxi's solution](#)

131.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2026-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math

[Timmyliuyunxi's solution](#)

132.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,896 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Timmyliuyunxi's solution](#)

133.

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Timmyliuyunxi's solution](#)

134.

2108B

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

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Timmyliuyunxi's solution](#)

135.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Timmyliuyunxi's solution](#)

136.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Timmyliuyunxi's solution](#)

137.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

138.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

139.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,646 global accepts · Rating: 1300 · first AC: 2024-08-16 · last AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Timmyliuyunxi's solution](#)

140.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy

[Timmyliuyunxi's solution](#)

141.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[Timmyliuyunxi's solution](#)

142.

1931D

[Divisible Pairs](#) · [Tutorial](#)

Quality: 30,624 global accepts · Rating: 1300 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Timmyliuyunxi's solution](#)

143.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1300 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

144.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[Timmyliuyunxi's solution](#)

145.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[Timmyliuyunxi's solution](#)

146.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,805 global accepts · Rating: 1300 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math
[Timmyliuyunxi's solution](#)

147.

1862D

[Ice Cream Balls](#) · [Tutorial](#)

Quality: 19,838 global accepts · Rating: 1300 · first AC: 2023-08-24 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math
[Timmyliuyunxi's solution](#)

148.

1741D

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

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees
[Timmyliuyunxi's solution](#)

149.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2023-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[Timmyliuyunxi's solution](#)

150.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[Timmyliuyunxi's solution](#)

151.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1400 · first AC: 2025-08-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[Timmyliuyunxi's solution](#)

152.

284A

[Cows and Primitive Roots](#) · [Tutorial](#)

Quality: 7,345 global accepts · Rating: 1400 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory
[Timmyliuyunxi's solution](#)

153.

2067D

[Object Identification](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive
[Timmyliuyunxi's solution](#)

154.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,139 global accepts · Rating: 1400 · first AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[Timmyliuyunxi's solution](#)

155.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy

[Timmyliuyunxi's solution](#)

156.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, greedy, sortings

[Timmyliuyunxi's solution](#)

157.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[Timmyliuyunxi's solution](#)

158.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Timmyliuyunxi's solution](#)

159.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Timmyliuyunxi's solution](#)

160.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Timmyliuyunxi's solution](#)

161.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, sortings

[Timmyliuyunxi's solution](#)

162.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

163.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[Timmyliuyunxi's solution](#)

164.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[Timmyliuyunxi's solution](#)

165.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,963 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy
[Timmyliuyunxi's solution](#)

166.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[Timmyliuyunxi's solution](#)

167.

1919C

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

Quality: 28,576 global accepts · Rating: 1400 · first AC: 2024-01-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[Timmyliuyunxi's solution](#)

168.

1883G1

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

Quality: 19,548 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers
[Timmyliuyunxi's solution](#)

169.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 1400 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[Timmyliuyunxi's solution](#)

170.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[Timmyliuyunxi's solution](#)

171.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings
[Timmyliuyunxi's solution](#)

172.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,527 global accepts · Rating: 1400 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[Timmyliuyunxi's solution](#)

173.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: dp
[Timmyliuyunxi's solution](#)

174.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Timmyliuyunxi's solution](#)

175.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Timmyliuyunxi's solution](#)

176.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Timmyliuyunxi's solution](#)

177.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Timmyliuyunxi's solution](#)

178.

2107C

[Maximum Subarray Sum](#) · [Tutorial](#)

Quality: 12,095 global accepts · Rating: 1500 · first AC: 2025-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dp, implementation, math

[Timmyliuyunxi's solution](#)

179.

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Timmyliuyunxi's solution](#)

180.

2070C

[Limited Repainting](#) · [Tutorial](#)

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Timmyliuyunxi's solution](#)

181.

2067C

[Devyatkino](#) · [Tutorial](#)

Quality: 12,732 global accepts · Rating: 1500 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, math

[Timmyliuyunxi's solution](#)

182.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[Timmyliuyunxi's solution](#)

183.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2024-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Timmyliuyunxi's solution](#)

184.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Timmyliuyunxi's solution](#)

185.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy

[Timmyliuyunxi's solution](#)

186.

1925C

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

Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, strings

[Timmyliuyunxi's solution](#)

187.

770C

[Online Courses In BSU](#) · [Tutorial](#)

Quality: 2,934 global accepts · Rating: 1500 · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: *special, dfs and similar, graphs, implementation

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188.

1883D

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189.

1872E

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190.

1542B

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Quality: 26,537 global accepts · Rating: 1500 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

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191.

2103C

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192.

2085C

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193.

2070D

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194.

2028C

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Quality: 9,979 global accepts · Rating: 1600 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Timmyliuyunxi's solution](#)

195.

1526C2

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Quality: 29,730 global accepts · Rating: 1600 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Timmyliuyunxi's solution](#)

196.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,717 global accepts · Rating: 1600 · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[Timmyliuyunxi's solution](#)

197.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,500 global accepts · Rating: 1600 · first AC: 2023-09-21 · last AC: 2024-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force

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198.

1137B

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Quality: 7,012 global accepts · Rating: 1600 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings

[Timmyliuyunxi's solution](#)

199.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,678 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timmyliuyunxi's solution](#)

200.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[Timmyliuyunxi's solution](#)

201.

1928C

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

Quality: 10,355 global accepts · Rating: 1600 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Timmyliuyunxi's solution](#)

202.

858D

[Polycarp's phone book](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 1600 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[Timmyliuyunxi's solution](#)

203.

601A

[The Two Routes](#) · [Tutorial](#)

Quality: 13,874 global accepts · Rating: 1600 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Timmyliuyunxi's solution](#)

204.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Timmyliuyunxi's solution](#)

205.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,163 global accepts · Rating: 1600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, sortings

[Timmyliuyunxi's solution](#)

206.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,784 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[Timmyliuyunxi's solution](#)

207.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,795 global accepts · Rating: 1600 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: dp

[Timmyliuyunxi's solution](#)

208.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,323 global accepts · Rating: 1600 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[Timmyliuyunxi's solution](#)

209.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,695 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Timmyliuyunxi's solution](#)

210.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Timmyliuyunxi's solution](#)

211.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-08-06 · last AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[Timmyliuyunxi's solution](#)

212.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Timmyliuyunxi's solution](#)

213.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Timmyliuyunxi's solution](#)

214.

2090D

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

Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Timmyliuyunxi's solution](#)

215.

2090C

[Dining Hall](#) · [Tutorial](#)

Quality: 6,308 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings

[Timmyliuyunxi's solution](#)

216.

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Timmyliuyunxi's solution](#)

217.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[Timmyliuyunxi's solution](#)

218.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Timmyliuyunxi's solution](#)

219.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Timmyliuyunxi's solution](#)

220.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2024-11-16 · last AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Timmyliuyunxi's solution](#)

221.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy

[Timmyliuyunxi's solution](#)

222.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, math, number theory

[Timmyliuyunxi's solution](#)

223.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force,

math, number theory

[Timmyliuyunxi's solution](#)

224.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,800 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Timmyliuyunxi's solution](#)

225.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math

[Timmyliuyunxi's solution](#)

226.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Timmyliuyunxi's solution](#)

227.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,486 global accepts · Rating: 1700 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[Timmyliuyunxi's solution](#)

228.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Timmyliuyunxi's solution](#)

229.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[Timmyliuyunxi's solution](#)

230.

126B

[Password](#) · [Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[Timmyliuyunxi's solution](#)

231.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,303 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[Timmyliuyunxi's solution](#)

232.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,007 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Timmyliuyunxi's solution](#)

233.

627B

[Factory Repairs](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 1700 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[Timmyliuyunxi's solution](#)

234.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[Timmyliuyunxi's solution](#)

235.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,920 global accepts · Rating: 1700 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy

[Timmyliuyunxi's solution](#)

236.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[Timmyliuyunxi's solution](#)

237.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2023-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Timmyliuyunxi's solution](#)

238.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[Timmyliuyunxi's solution](#)

239.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[Timmyliuyunxi's solution](#)

240.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Timmyliuyunxi's solution](#)

241.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Timmyliuyunxi's solution](#)

242.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2024-04-19 · last AC: 2025-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[Timmyliuyunxi's solution](#)

243.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-05-13 · last AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[Timmyliuyunxi's solution](#)

244.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

245.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[Timmyliuyunxi's solution](#)

246.

2078D

[Scammy Game Ad](#) · [Tutorial](#)

Quality: 6,535 global accepts · Rating: 1800 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Timmyliuyunxi's solution](#)

247.

2071D1

[Infinite Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,693 global accepts · Rating: 1800 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, math

[Timmyliuyunxi's solution](#)

248.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2025-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[Timmyliuyunxi's solution](#)

249.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, implementation

[Timmyliuyunxi's solution](#)

250.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[Timmyliuyunxi's solution](#)

251.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2024-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Timmyliuyunxi's solution](#)

252.

2033F

[Kosuke's Sloth](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Timmyliuyunxi's solution](#)

253.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data

structures, divide and conquer, greedy, implementation, math

[Timmyliuyunxi's solution](#)

254.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Timmyliuyunxi's solution](#)

255.

201B

[Guess That Car!](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 1800 · first AC: 2024-09-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, ternary search

[Timmyliuyunxi's solution](#)

256.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Timmyliuyunxi's solution](#)

257.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,010 global accepts · Rating: 1800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[Timmyliuyunxi's solution](#)

258.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp

[Timmyliuyunxi's solution](#)

259.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[Timmyliuyunxi's solution](#)

260.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Timmyliuyunxi's solution](#)

261.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,874 global accepts · Rating: 1800 · first AC: 2024-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[Timmyliuyunxi's solution](#)

262.

482B

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

Quality: 7,729 global accepts · Rating: 1800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, trees

[Timmyliuyunxi's solution](#)

263.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[Timmyliuyunxi's solution](#)

264.

706D

[Vasily's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[Timmyliuyunxi's solution](#)

265.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2023-12-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, shortest paths

[Timmyliuyunxi's solution](#)

266.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Timmyliuyunxi's solution](#)

267.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[Timmyliuyunxi's solution](#)

268.

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Timmyliuyunxi's solution](#)

269.

691E

[Xor-sequences](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 1900 · first AC: 2025-07-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices

[Timmyliuyunxi's solution](#)

270.

110E

[Lucky Tree](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[Timmyliuyunxi's solution](#)

271.

95C

[Volleyball](#) · [Tutorial](#)

Quality: 3,387 global accepts · Rating: 1900 · first AC: 2024-09-20 · last AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: shortest paths

[Timmyliuyunxi's solution](#)

272.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,823 global accepts · Rating: 1900 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[Timmyliuyunxi's solution](#)

273.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,620 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[Timmyliuyunxi's solution](#)

274.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2024-04-26 · last AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

275.

2090E1

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

Rating: 1900 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math, two pointers

[Timmyliuyunxi's solution](#)

276.

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[Timmyliuyunxi's solution](#)

277.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[Timmyliuyunxi's solution](#)

278.

2067E

[White Magic](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Timmyliuyunxi's solution](#)

279.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[Timmyliuyunxi's solution](#)

280.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[Timmyliuyunxi's solution](#)

281.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,381 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

282.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Timmyliuyunxi's solution](#)

283.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Timmyliuyunxi's solution](#)

284.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

[Timmyliuyunxi's solution](#)

285.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Timmyliuyunxi's solution](#)

286.

2022D1

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

Quality: 4,017 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[Timmyliuyunxi's solution](#)

287.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1900 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[Timmyliuyunxi's solution](#)

288.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, implementation, math

[Timmyliuyunxi's solution](#)

289.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1900 · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Timmyliuyunxi's solution](#)

290.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Timmyliuyunxi's solution](#)

291.

1119E

[Pavel and Triangles](#) · [Tutorial](#)

Quality: 5,561 global accepts · Rating: 1900 · first AC: 2024-10-05 · last AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, fft, greedy, ternary search

[Timmyliuyunxi's solution](#)

292.

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2024-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[Timmyliuyunxi's solution](#)

293.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, shortest paths

[Timmyliuyunxi's solution](#)

294.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[Timmyliuyunxi's solution](#)

295.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,375 global accepts · Rating: 1900 · first AC: 2024-05-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[Timmyliuyunxi's solution](#)

296.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-04-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[Timmyliuyunxi's solution](#)

297.

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[Timmyliuyunxi's solution](#)

298.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,634 global accepts · Rating: 1900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[Timmyliuyunxi's solution](#)

299.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-16 · last AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Timmyliuyunxi's solution](#)

300.

1928D

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

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[Timmyliuyunxi's solution](#)

301.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Timmyliuyunxi's solution](#)

302.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[Timmyliuyunxi's solution](#)

303.

1918D

[Blocking Elements](#) · [Tutorial](#)

Quality: 6,193 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Timmyliuyunxi's solution](#)

304.

914D

[Bash and a Tough Math Puzzle](#) · [Tutorial](#)

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[Timmyliuyunxi's solution](#)

305.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[Timmyliuyunxi's solution](#)

306.

25C

[Roads in Berland](#) · [Tutorial](#)

Quality: 8,072 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[Timmyliuyunxi's solution](#)

307.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[Timmyliuyunxi's solution](#)

308.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Timmyliuyunxi's solution](#)

309.

2215B

[RReppettiitioonn](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[Timmyliuyunxi's solution](#)

310.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2026-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Timmyliuyunxi's solution](#)

311.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2026-01-10 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Timmyliuyunxi's solution](#)

312.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2026-01-20 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[Timmyliuyunxi's solution](#)

313.

803F

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

Quality: 4,638 global accepts · Rating: 2000 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[Timmyliuyunxi's solution](#)

314.

1294F

[Three Paths on a Tree](#) · [Tutorial](#)

Quality: 6,861 global accepts · Rating: 2000 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Timmyliuyunxi's solution](#)

315.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Timmyliuyunxi's solution](#)

316.

340E

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

Quality: 2,749 global accepts · Rating: 2000 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Timmyliuyunxi's solution](#)

317.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Timmyliuyunxi's solution](#)

318.

641E

[Little Artem and Time Machine](#) · [Tutorial](#)

Quality: 3,882 global accepts · Rating: 2000 · first AC: 2025-04-26 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Timmyliuyunxi's solution](#)

319.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[Timmyliuyunxi's solution](#)

320.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp

[Timmyliuyunxi's solution](#)

321.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Timmyliuyunxi's solution](#)

322.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,308 global accepts · Rating: 2000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[Timmyliuyunxi's solution](#)

323.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[Timmyliuyunxi's solution](#)

324.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[Timmyliuyunxi's solution](#)

325.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2024-12-04 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Timmyliuyunxi's solution](#)

326.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Timmyliuyunxi's solution](#)

327.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

[Timmyliuyunxi's solution](#)

328.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[Timmyliuyunxi's solution](#)

329.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[Timmyliuyunxi's solution](#)

330.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,141 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Timmyliuyunxi's solution](#)

331.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, greedy, implementation, ternary search

[Timmyliuyunxi's solution](#)

332.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp,

math

[Timmyliuyunxi's solution](#)

333.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2024-09-12 · last AC: 2024-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[Timmyliuyunxi's solution](#)

334.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,838 global accepts · Rating: 2000 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games

[Timmyliuyunxi's solution](#)

335.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[Timmyliuyunxi's solution](#)

336.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Timmyliuyunxi's solution](#)

337.

999E

[Reachability from the Capital](#) · [Tutorial](#)

Quality: 7,851 global accepts · Rating: 2000 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[Timmyliuyunxi's solution](#)

338.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, shortest paths

[Timmyliuyunxi's solution](#)

339.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, strings

[Timmyliuyunxi's solution](#)

340.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Timmyliuyunxi's solution](#)

341.

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2024-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[Timmyliuyunxi's solution](#)

342.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Timmyliuyunxi's solution](#)

343.

1070C

[Cloud Computing](#) · [Tutorial](#)

Quality: 2,295 global accepts · Rating: 2000 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Timmyliuyunxi's solution](#)

344.

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures

[Timmyliuyunxi's solution](#)

345.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures

[Timmyliuyunxi's solution](#)

346.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[Timmyliuyunxi's solution](#)

347.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2024-01-23 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[Timmyliuyunxi's solution](#)

348.

514C

[Watto and Mechanism](#) · [Tutorial](#)

Quality: 8,156 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Timmyliuyunxi's solution](#)

349.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, trees

[Timmyliuyunxi's solution](#)

350.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2023-09-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math

[Timmyliuyunxi's solution](#)

351.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,031 global accepts · Rating: 2000 · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[Timmyliuyunxi's solution](#)

352.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2024-10-31 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[Timmyliuyunxi's solution](#)

353.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Timmyliuyunxi's solution](#)

354.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[Timmyliuyunxi's solution](#)

355.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2024-11-23 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[Timmyliuyunxi's solution](#)

356.

1003E

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

Quality: 3,029 global accepts · Rating: 2100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Timmyliuyunxi's solution](#)

357.

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Timmyliuyunxi's solution](#)

358.

336D

[Vasily the Bear and Beautiful Strings](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[Timmyliuyunxi's solution](#)

359.

2107D

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

Quality: 3,555 global accepts · Rating: 2100 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, implementation, trees

[Timmyliuyunxi's solution](#)

360.

988F

[Rain and Umbrellas](#) · [Tutorial](#)

Quality: 2,777 global accepts · Rating: 2100 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Timmyliuyunxi's solution](#)

361.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings

[Timmyliuyunxi's solution](#)

362.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[Timmyliuyunxi's solution](#)

363.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,747 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graphs

[Timmyliuyunxi's solution](#)

364.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

365.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees

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366.

2037F

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367.

2031E

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368.

2029E

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369.

1056E

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370.

985D

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Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, math

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371.

768E

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372.

1810E

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373.

111C

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374.

1187E

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Quality: 11,281 global accepts · Rating: 2100 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

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375.

1005F

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376.

609E

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Quality: 10,269 global accepts · Rating: 2100 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

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377.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2024-05-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, math

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378.

1265E

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Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math, probabilities

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379.

1185G1

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380.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

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381.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

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382.

1906F

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Quality: 1,687 global accepts · Rating: 2100 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[Timmyliuyunxi's solution](#)

383.

1446C

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Quality: 4,091 global accepts · Rating: 2100 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

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384.

837D

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Quality: 7,525 global accepts · Rating: 2100 · first AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

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385.

2215C

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Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[Timmyliuyunxi's solution](#)

386.

768D

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Quality: 3,424 global accepts · Rating: 2200 · first AC: 2026-03-15 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

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387.

1946E

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Quality: 3,174 global accepts · Rating: 2200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

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388.

2189D2

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Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

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389.

1717E

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Quality: 3,403 global accepts · Rating: 2200 · first AC: 2025-07-17 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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390.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

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391.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2024-11-21 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[Timmyliuyunxi's solution](#)

392.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs

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393.

958E2

[Guard Duty \(medium\) · Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

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394.

2101C

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[Timmyliuyunxi's solution](#)

395.

2108D

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Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

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396.

1045G

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397.

762E

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Quality: 1,644 global accepts · Rating: 2200 · first AC: 2025-04-27 · last AC: 2025-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

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398.

1156E

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Quality: 4,032 global accepts · Rating: 2200 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

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399.

2085E

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Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

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400.

2070E

[Game with Binary String · Tutorial](#)

Quality: 1,854 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, games, greedy, math

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401.

27D

[Ring Road 2 · Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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402.

915D

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403.

2039E

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Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[Timmyliuyunxi's solution](#)

404.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings, two pointers

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405.

2027D2

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Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

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406.

2036G

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Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

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407.

2030E

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Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

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408.

723E

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Quality: 2,260 global accepts · Rating: 2200 · first AC: 2024-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, flows, graphs, greedy

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409.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2024-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

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410.

603C

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Quality: 2,060 global accepts · Rating: 2200 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, math

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411.

617E

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Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures

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412.

86D

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Quality: 16,876 global accepts · Rating: 2200 · first AC: 2024-07-31 · last AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, two pointers

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413.

1641C

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Quality: 2,843 global accepts · Rating: 2200 · first AC: 2024-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

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414.

1800G

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Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[Timmyliuyunxi's solution](#)

415.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: hashing, strings

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416.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2024-05-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

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417.

507D

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Quality: 2,125 global accepts · Rating: 2200 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

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418.

25E

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419.

1003F

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420.

1215E

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Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

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421.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[Timmyliuyunxi's solution](#)

422.

833B

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Quality: 6,497 global accepts · Rating: 2200 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

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423.

52C

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Quality: 11,248 global accepts · Rating: 2200 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures

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424.

979D

[Kuro and GCD and XOR and SUM](#) · Tutorial

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2024-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

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425.

547C

[Mike and Foam](#) · Tutorial

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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426.

708C

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Quality: 4,360 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

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427.

1780F

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Quality: 1,906 global accepts · Rating: 2300 · first AC: 2026-01-21 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

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428.

915G

[Coprime Arrays](#) · Tutorial

Quality: 1,452 global accepts · Rating: 2300 · first AC: 2026-01-20 · last AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

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429.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · Tutorial

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

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430.

1015F

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Quality: 1,477 global accepts · Rating: 2300 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

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431.

558E

[A Simple Task](#) · Tutorial

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2024-02-20 · last AC: 2025-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, strings

[Timmyliuyunxi's solution](#)

432.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-11-21 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, trees

[Timmyliuyunxi's solution](#)

433.

600E

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Quality: 18,403 global accepts · Rating: 2300 · first AC: 2024-11-21 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

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434.

2077C

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Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[Timmyliuyunxi's solution](#)

435.

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Timmyliuyunxi's solution](#)

436.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Timmyliuyunxi's solution](#)

437.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2025-05-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Timmyliuyunxi's solution](#)

438.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[Timmyliuyunxi's solution](#)

439.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[Timmyliuyunxi's solution](#)

440.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2025-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[Timmyliuyunxi's solution](#)

441.

2067F

[Bitwise Slides](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp

[Timmyliuyunxi's solution](#)

442.

2057E1

[Another Exercise on Graphs \(Easy Version\) · Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[Timmyliuyunxi's solution](#)

443.

2002D2

[DFS Checker \(Hard Version\) · Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[Timmyliuyunxi's solution](#)

444.

1797E

[Li Hua and Array · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[Timmyliuyunxi's solution](#)

445.

817F

[MEX Queries · Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[Timmyliuyunxi's solution](#)

446.

2028E

[Alice's Adventures in the Rabbit Hole · Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[Timmyliuyunxi's solution](#)

447.

49E

[Common ancestor · Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Timmyliuyunxi's solution](#)

448.

2021E1

[Digital Village \(Easy Version\) · Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees

[Timmyliuyunxi's solution](#)

449.

1977D

[XORificator · Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-06-08 · last AC: 2024-09-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[Timmyliuyunxi's solution](#)

450.

898F

[Restoring the Expression · Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[Timmyliuyunxi's solution](#)

451.

732F

[Tourist Reform · Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[Timmyliuyunxi's solution](#)

452.

1706E

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

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[Timmyliuyunxi's solution](#)

453.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-05-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[Timmyliuyunxi's solution](#)

454.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[Timmyliuyunxi's solution](#)

455.

1919F1

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

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Timmyliuyunxi's solution](#)

456.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[Timmyliuyunxi's solution](#)

457.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[Timmyliuyunxi's solution](#)

458.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[Timmyliuyunxi's solution](#)

459.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[Timmyliuyunxi's solution](#)

460.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-07-11 · last AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Timmyliuyunxi's solution](#)

461.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft
[Timmyliuyunxi's solution](#)

462.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[Timmyliuyunxi's solution](#)

463.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2026-01-19 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[Timmyliuyunxi's solution](#)

464.

17D

[Notepad](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2400 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Timmyliuyunxi's solution](#)

465.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2024-02-21 · last AC: 2026-01-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[Timmyliuyunxi's solution](#)

466.

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[Timmyliuyunxi's solution](#)

467.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[Timmyliuyunxi's solution](#)

468.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2024-11-24 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Timmyliuyunxi's solution](#)

469.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Timmyliuyunxi's solution](#)

470.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math, matrices

[Timmyliuyunxi's solution](#)

471.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Timmyliuyunxi's solution](#)

472.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, flows, graphs

[Timmyliuyunxi's solution](#)

473.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, matrices, number theory

[Timmyliuyunxi's solution](#)

474.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Timmyliuyunxi's solution](#)

475.

1032F

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

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[Timmyliuyunxi's solution](#)

476.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2025-04-15 · last AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees, two pointers

[Timmyliuyunxi's solution](#)

477.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, trees

[Timmyliuyunxi's solution](#)

478.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Timmyliuyunxi's solution](#)

479.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[Timmyliuyunxi's solution](#)

480.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Timmyliuyunxi's solution](#)

481.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-02-10 · last AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[Timmyliuyunxi's solution](#)

482.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-08-06 · last AC: 2025-02-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Timmyliuyunxi's solution](#)

483.

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[Timmyliuyunxi's solution](#)

484.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Timmyliuyunxi's solution](#)

485.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2024-12-06 · last AC: 2024-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[Timmyliuyunxi's solution](#)

486.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[Timmyliuyunxi's solution](#)

487.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[Timmyliuyunxi's solution](#)

488.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2024-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices

[Timmyliuyunxi's solution](#)

489.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Timmyliuyunxi's solution](#)

490.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-09-30 · last AC: 2024-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Timmyliuyunxi's solution](#)

491.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dsu, greedy
[Timmyliuyunxi's solution](#)

492.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2024-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings
[Timmyliuyunxi's solution](#)

493.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[Timmyliuyunxi's solution](#)

494.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: hashing, trees
[Timmyliuyunxi's solution](#)

495.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2026-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math
[Timmyliuyunxi's solution](#)

496.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2026-02-14 · last AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, fft
[Timmyliuyunxi's solution](#)

497.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2026-01-19 · last AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, number theory
[Timmyliuyunxi's solution](#)

498.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2025-02-07 · last AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[Timmyliuyunxi's solution](#)

499.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2025-08-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures
[Timmyliuyunxi's solution](#)

500.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, matrices
[Timmyliuyunxi's solution](#)

501.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[Timmyliuyunxi's solution](#)

502.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers

[Timmyliuyunxi's solution](#)

503.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[Timmyliuyunxi's solution](#)

504.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[Timmyliuyunxi's solution](#)

505.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2025-02-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[Timmyliuyunxi's solution](#)

506.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[Timmyliuyunxi's solution](#)

507.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Timmyliuyunxi's solution](#)

508.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2024-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[Timmyliuyunxi's solution](#)

509.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2024-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[Timmyliuyunxi's solution](#)

510.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2024-05-14 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, number

theory

[Timmyliuyunxi's solution](#)

511.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2023-11-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Timmyliuyunxi's solution](#)

512.

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Timmyliuyunxi's solution](#)

513.

1070L

[Odd Federalization](#) · [Tutorial](#)

Quality: 381 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Timmyliuyunxi's solution](#)

514.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Timmyliuyunxi's solution](#)

515.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Timmyliuyunxi's solution](#)

516.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2025-05-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[Timmyliuyunxi's solution](#)

517.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, number theory

[Timmyliuyunxi's solution](#)

518.

2107E

[Ain and Apple Tree](#) · [Tutorial](#)

Quality: 934 global accepts · Rating: 2600 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math, trees

[Timmyliuyunxi's solution](#)

519.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2025-04-27 · last AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer

[Timmyliuyunxi's solution](#)

520.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, implementation, matrices

[Timmyliuyunxi's solution](#)

521.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[Timmyliuyunxi's solution](#)

522.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Timmyliuyunxi's solution](#)

523.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[Timmyliuyunxi's solution](#)

524.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Timmyliuyunxi's solution](#)

525.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-12-15 · last AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[Timmyliuyunxi's solution](#)

526.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Timmyliuyunxi's solution](#)

527.

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[Timmyliuyunxi's solution](#)

528.

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[Timmyliuyunxi's solution](#)

529.

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Timmyliuyunxi's solution](#)

530.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

[Timmyliuyunxi's solution](#)

531.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2025-02-22 · last AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat

[Timmyliuyunxi's solution](#)

532.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[Timmyliuyunxi's solution](#)

533.

833D

[Red-Black Cobweb](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[Timmyliuyunxi's solution](#)

534.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[Timmyliuyunxi's solution](#)

535.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2025-11-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[Timmyliuyunxi's solution](#)

536.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[Timmyliuyunxi's solution](#)

537.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Timmyliuyunxi's solution](#)

538.

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2025-04-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Timmyliuyunxi's solution](#)

539.

2003F

[Turtle and Three Sequences](#) · [Tutorial](#)

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540.

1746F

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541.

17E

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542.

802M3

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543.

741D

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544.

2042E

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545.

103E

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Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings

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546.

1181E2

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547.

176E

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548.

587D

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[Timmyliuyunxi's solution](#)

549.

536E

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Quality: 452 global accepts · Rating: 3100 · first AC: 2024-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

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550.

undefined100

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Rating: — · first AC: 2026-03-10 · Python 3 (first AC) · Tags: *special

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551.

103446H

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552.

105633I

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553.

105336J

[b-Tutorial](#)

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554.

103486I

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555.

104065E

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556.

103186B

[A · T · S · L · n · b](#)

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557.

103688C

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558.

105632G

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559.

396C

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