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Unique solved — Tong Yuxin

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

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

Filters: none

Count: 400

- 1.**
2145A
[Candies for Nephews](#) · [Tutorial](#)
Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[Tong Yuxin's solution](#)
- 2.**
2144A
[Cut the Array](#) · [Tutorial](#)
Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[Tong Yuxin's solution](#)
- 3.**
2140A
[Shift Sort](#) · [Tutorial](#)
Quality: 22,264 global accepts · Rating: 800 · first AC: 2025-09-09 · last AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[Tong Yuxin's solution](#)
- 4.**
2139A
[Maple and Multiplication](#) · [Tutorial](#)
Quality: 25,828 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[Tong Yuxin's solution](#)
- 5.**
2111A
[Energy Crystals](#) · [Tutorial](#)
Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[Tong Yuxin's solution](#)
- 6.**
2119A
[Add or XOR](#) · [Tutorial](#)
Quality: 27,207 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[Tong Yuxin's solution](#)
- 7.**
2070A
[FizzBuzz Remixed](#) · [Tutorial](#)
Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[Tong Yuxin's solution](#)
- 8.**
2104A
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Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: math
[Tong Yuxin's solution](#)
- 9.**
2108A
[Permutation Warm-Up](#) · [Tutorial](#)
Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[Tong Yuxin's solution](#)

10.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Tong_Yuxin's solution](#)

11.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,434 global accepts · Rating: 800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[Tong_Yuxin's solution](#)

12.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tong_Yuxin's solution](#)

13.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,390 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tong_Yuxin's solution](#)

14.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,434 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Tong_Yuxin's solution](#)

15.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,937 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, math, strings

[Tong_Yuxin's solution](#)

16.

1085A

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Quality: 12,697 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[Tong_Yuxin's solution](#)

17.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tong_Yuxin's solution](#)

18.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Tong_Yuxin's solution](#)

19.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Tong_Yuxin's solution](#)

20.

2062A

[String](#) · [Tutorial](#)

Quality: 28,281 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Tong_Yuxin's solution](#)

21.

2061A

[Kevin and Arithmetic](#) · [Tutorial](#)

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Tong_Yuxin's solution](#)

22.

2031A

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

Quality: 20,949 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Tong_Yuxin's solution](#)

23.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,164 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

24.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Tong_Yuxin's solution](#)

25.

1230A

[Dawid and Bags of Candies](#) · [Tutorial](#)

Quality: 22,921 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[Tong_Yuxin's solution](#)

26.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Tong_Yuxin's solution](#)

27.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Tong_Yuxin's solution](#)

28.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[Tong_Yuxin's solution](#)

29.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tong_Yuxin's solution](#)

30.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

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two pointers

[Tong_Yuxin's solution](#)

31.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 33,011 global accepts · Rating: 800 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Tong_Yuxin's solution](#)

32.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings

[Tong_Yuxin's solution](#)

33.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[Tong_Yuxin's solution](#)

34.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,359 global accepts · Rating: 800 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

35.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[Tong_Yuxin's solution](#)

36.

1955A

[Yogurt Sale](#) · [Tutorial](#)

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[Tong_Yuxin's solution](#)

37.

1946A

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

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[Tong_Yuxin's solution](#)

38.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[Tong_Yuxin's solution](#)

39.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

40.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[Tong_Yuxin's solution](#)

41.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

42.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,458 global accepts · Rating: 800 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

43.

1944A

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

Quality: 28,736 global accepts · Rating: 800 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math

[Tong_Yuxin's solution](#)

44.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,658 global accepts · Rating: 800 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Tong_Yuxin's solution](#)

45.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Tong_Yuxin's solution](#)

46.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tong_Yuxin's solution](#)

47.

2140B

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

Quality: 22,140 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Tong_Yuxin's solution](#)

48.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

49.

2031B

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

Quality: 20,787 global accepts · Rating: 900 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[Tong_Yuxin's solution](#)

50.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Tong_Yuxin's solution](#)

51.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[Tong_Yuxin's solution](#)

52.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tong_Yuxin's solution](#)

53.

1918B

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

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Tong_Yuxin's solution](#)

54.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[Tong_Yuxin's solution](#)

55.

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Tong_Yuxin's solution](#)

56.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Tong_Yuxin's solution](#)

57.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-05-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Tong_Yuxin's solution](#)

58.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Tong_Yuxin's solution](#)

59.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,749 global accepts · Rating: 1000 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Tong_Yuxin's solution](#)

60.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tong_Yuxin's solution](#)

61.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[Tong_Yuxin's solution](#)

62.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[Tong_Yuxin's solution](#)

63.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

64.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Tong_Yuxin's solution](#)

65.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Tong_Yuxin's solution](#)

66.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,691 global accepts · Rating: 1100 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Tong_Yuxin's solution](#)

67.

2103B

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

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

68.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,618 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Tong_Yuxin's solution](#)

69.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,827 global accepts · Rating: 1100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

70.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Tong_Yuxin's solution](#)

71.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,742 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[Tong_Yuxin's solution](#)

72.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Tong_Yuxin's solution](#)

73.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy

[Tong_Yuxin's solution](#)

74.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[Tong_Yuxin's solution](#)

75.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, number theory

[Tong_Yuxin's solution](#)

76.

1944B

[Equal XOR](#) · [Tutorial](#)

Quality: 18,165 global accepts · Rating: 1100 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Tong_Yuxin's solution](#)

77.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tong_Yuxin's solution](#)

78.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,310 global accepts · Rating: 1200 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math

[Tong_Yuxin's solution](#)

79.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Tong_Yuxin's solution](#)

80.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, constructive algorithms

[Tong_Yuxin's solution](#)

81.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[Tong_Yuxin's solution](#)

82.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,822 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Tong_Yuxin's solution](#)

83.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,691 global accepts · Rating: 1200 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings

[Tong_Yuxin's solution](#)

84.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

85.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,319 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[Tong_Yuxin's solution](#)

86.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation

[Tong_Yuxin's solution](#)

87.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[Tong_Yuxin's solution](#)

88.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,675 global accepts · Rating: 1200 · first AC: 2023-05-23 · last AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[Tong_Yuxin's solution](#)

89.

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Tong_Yuxin's solution](#)

90.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Tong_Yuxin's solution](#)

91.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1300 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Tong_Yuxin's solution](#)

92.

2108B

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

Quality: 14,546 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

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93.

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Tong_Yuxin's solution](#)

94.

2031C

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

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[Tong_Yuxin's solution](#)

95.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[Tong_Yuxin's solution](#)

96.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,296 global accepts · Rating: 1300 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Tong_Yuxin's solution](#)

97.

1955C

[Inhabitant of the Deep Sea](#) · [Tutorial](#)

Quality: 24,506 global accepts · Rating: 1300 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Tong_Yuxin's solution](#)

98.

1945D

[Seraphim the Owl](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

99.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,332 global accepts · Rating: 1300 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[Tong_Yuxin's solution](#)

100.

27B

[Tournament](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1300 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, greedy

[Tong_Yuxin's solution](#)

101.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[Tong_Yuxin's solution](#)

102.

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,991 global accepts · Rating: 1400 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Tong_Yuxin's solution](#)

103.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[Tong_Yuxin's solution](#)

104.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Tong_Yuxin's solution](#)

105.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,176 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[Tong_Yuxin's solution](#)

106.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1400 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Tong_Yuxin's solution](#)

107.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Tong_Yuxin's solution](#)

108.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · last AC: 2024-07-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[Tong_Yuxin's solution](#)

109.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,400 global accepts · Rating: 1400 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[Tong_Yuxin's solution](#)

110.

1195C

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

Quality: 34,842 global accepts · Rating: 1400 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

111.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,580 global accepts · Rating: 1400 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[Tong_Yuxin's solution](#)

112.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[Tong_Yuxin's solution](#)

113.

505B

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 14,983 global accepts · Rating: 1400 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs
[Tong_Yuxin's solution](#)

114.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,377 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy
[Tong_Yuxin's solution](#)

115.

2070C

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

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy
[Tong_Yuxin's solution](#)

116.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,687 global accepts · Rating: 1500 · first AC: 2025-05-01 · last AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation
[Tong_Yuxin's solution](#)

117.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,583 global accepts · Rating: 1500 · first AC: 2025-03-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[Tong_Yuxin's solution](#)

118.

2069C

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

Quality: 14,826 global accepts · Rating: 1500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers
[Tong_Yuxin's solution](#)

119.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[Tong_Yuxin's solution](#)

120.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[Tong_Yuxin's solution](#)

121.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,763 global accepts · Rating: 1500 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math, two pointers
[Tong_Yuxin's solution](#)

122.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[Tong_Yuxin's solution](#)

123.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[Tong_Yuxin's solution](#)

124.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,432 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory, strings

[Tong_Yuxin's solution](#)

125.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Tong_Yuxin's solution](#)

126.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,106 global accepts · Rating: 1600 · first AC: 2025-05-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Tong_Yuxin's solution](#)

127.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[Tong_Yuxin's solution](#)

128.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,843 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[Tong_Yuxin's solution](#)

129.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory

[Tong_Yuxin's solution](#)

130.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures

[Tong_Yuxin's solution](#)

131.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp

[Tong_Yuxin's solution](#)

132.

1688D

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 1600 · first AC: 2024-07-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[Tong_Yuxin's solution](#)

133.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[Tong_Yuxin's solution](#)

134.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[Tong_Yuxin's solution](#)

135.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[Tong_Yuxin's solution](#)

136.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,520 global accepts · Rating: 1600 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[Tong_Yuxin's solution](#)

137.

23B

[Party](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 1600 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math

[Tong_Yuxin's solution](#)

138.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tong_Yuxin's solution](#)

139.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

140.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[Tong_Yuxin's solution](#)

141.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Tong_Yuxin's solution](#)

142.

2031D

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

Quality: 9,678 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Tong_Yuxin's solution](#)

143.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[Tong_Yuxin's solution](#)

144.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Tong_Yuxin's solution](#)

145.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[Tong_Yuxin's solution](#)

146.

1792D

[Fixed Prefix Permutations](#) · [Tutorial](#)

Quality: 8,041 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[Tong_Yuxin's solution](#)

147.

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tong_Yuxin's solution](#)

148.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,499 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[Tong_Yuxin's solution](#)

149.

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,550 global accepts · Rating: 1700 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[Tong_Yuxin's solution](#)

150.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy

[Tong_Yuxin's solution](#)

151.

1937C

[Bitwise Operation Wizard](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-02-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive

[Tong_Yuxin's solution](#)

152.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

153.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[Tong_Yuxin's solution](#)

154.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[Tong_Yuxin's solution](#)

155.

483B

[Friends and Presents](#) · [Tutorial](#)

Quality: 4,354 global accepts · Rating: 1800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[Tong_Yuxin's solution](#)

156.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1800 · first AC: 2025-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[Tong_Yuxin's solution](#)

157.

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Tong_Yuxin's solution](#)

158.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[Tong_Yuxin's solution](#)

159.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[Tong_Yuxin's solution](#)

160.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[Tong_Yuxin's solution](#)

161.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2024-06-22 · last AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[Tong_Yuxin's solution](#)

162.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2023-09-27 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[Tong_Yuxin's solution](#)

163.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tong_Yuxin's solution](#)

164.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Tong_Yuxin's solution](#)

165.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

166.

1955F

[Unfair Game](#) · [Tutorial](#)

Quality: 8,714 global accepts · Rating: 1800 · first AC: 2024-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, greedy, math, schedules

[Tong_Yuxin's solution](#)

167.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[Tong_Yuxin's solution](#)

168.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Tong_Yuxin's solution](#)

169.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Tong_Yuxin's solution](#)

170.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,444 global accepts · Rating: 1800 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[Tong_Yuxin's solution](#)

171.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[Tong_Yuxin's solution](#)

172.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tong_Yuxin's solution](#)

173.

2111E

[Changing the String](#) · [Tutorial](#)

Quality: 5,408 global accepts · Rating: 1900 · first AC: 2025-07-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Tong_Yuxin's solution](#)

174.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 4,088 global accepts · Rating: 1900 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[Tong_Yuxin's solution](#)

175.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2025-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Tong_Yuxin's solution](#)

176.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[Tong_Yuxin's solution](#)

177.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tong_Yuxin's solution](#)

178.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-11-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Tong_Yuxin's solution](#)

179.

1970C3

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

Quality: 2,446 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[Tong_Yuxin's solution](#)

180.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[Tong_Yuxin's solution](#)

181.

2029D

[Cool Graph](#) · [Tutorial](#)

Quality: 3,926 global accepts · Rating: 1900 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, greedy, trees

[Tong_Yuxin's solution](#)

182.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Tong_Yuxin's solution](#)

183.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Tong_Yuxin's solution](#)

184.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[Tong_Yuxin's solution](#)

185.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,102 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[Tong_Yuxin's solution](#)

186.

1547F

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

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[Tong_Yuxin's solution](#)

187.

1918D

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

Quality: 6,195 global accepts · Rating: 1900 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers

[Tong_Yuxin's solution](#)

188.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[Tong_Yuxin's solution](#)

189.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2023-10-01 · last AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[Tong_Yuxin's solution](#)

190.

914D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[Tong_Yuxin's solution](#)

191.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and

similar, graphs, trees

[Tong_Yuxin's solution](#)

192.

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[Tong_Yuxin's solution](#)

193.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Tong_Yuxin's solution](#)

194.

25D

[Roads not only in Berland](#) · [Tutorial](#)

Quality: 15,584 global accepts · Rating: 1900 · first AC: 2023-08-30 · last AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, trees

[Tong_Yuxin's solution](#)

195.

16D

[Logging](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[Tong_Yuxin's solution](#)

196.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

197.

14D

[Two Paths](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 1900 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths, trees, two pointers

[Tong_Yuxin's solution](#)

198.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Tong_Yuxin's solution](#)

199.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

200.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,317 global accepts · Rating: 1900 · first AC: 2023-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

201.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics,

interactive, math

[Tong_Yuxin's solution](#)

202.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,891 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Tong_Yuxin's solution](#)

203.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[Tong_Yuxin's solution](#)

204.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs, greedy

[Tong_Yuxin's solution](#)

205.

2103D

[Local Construction](#) · [Tutorial](#)

Quality: 3,984 global accepts · Rating: 2000 · first AC: 2025-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Tong_Yuxin's solution](#)

206.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Tong_Yuxin's solution](#)

207.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[Tong_Yuxin's solution](#)

208.

119C

[Education Reform](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

209.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Tong_Yuxin's solution](#)

210.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2024-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math

[Tong_Yuxin's solution](#)

211.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2024-11-13 · last AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[Tong_Yuxin's solution](#)

212.

204C

[Little Elephant and Furik and Rubik](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2000 · first AC: 2024-10-19 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[Tong_Yuxin's solution](#)

213.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[Tong_Yuxin's solution](#)

214.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[Tong_Yuxin's solution](#)

215.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2023-10-01 · last AC: 2024-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[Tong_Yuxin's solution](#)

216.

359D

[Pair of Numbers](#) · [Tutorial](#)

Quality: 5,724 global accepts · Rating: 2000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[Tong_Yuxin's solution](#)

217.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2024-05-10 · last AC: 2024-05-13 · C++14 (GCC 6-32) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

218.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[Tong_Yuxin's solution](#)

219.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[Tong_Yuxin's solution](#)

220.

1941G

[Rudolf and Subway](#) · [Tutorial](#)

Quality: 4,666 global accepts · Rating: 2000 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[Tong_Yuxin's solution](#)

221.

1944D

[Non-Palindromic Substring](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-03-17 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, strings

[Tong_Yuxin's solution](#)

222.

1209E1

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

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[Tong_Yuxin's solution](#)

223.

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[Tong_Yuxin's solution](#)

224.

242E

[XOR on Segment · Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[Tong_Yuxin's solution](#)

225.

1416C

[XOR Inverse · Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[Tong_Yuxin's solution](#)

226.

2B

[The least round way · Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[Tong_Yuxin's solution](#)

227.

842D

[Vitya and Strange Lesson · Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2023-08-09 · last AC: 2023-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[Tong_Yuxin's solution](#)

228.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Tong_Yuxin's solution](#)

229.

2145E

[Predicting Popularity · Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Tong_Yuxin's solution](#)

230.

2119D

[Token Removing · Tutorial](#)

Quality: 3,474 global accepts · Rating: 2100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Tong_Yuxin's solution](#)

231.

1217D

[Coloring Edges · Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[Tong_Yuxin's solution](#)

232.

793D

[Presents in Bankopolis](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2100 · first AC: 2025-02-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, shortest paths

[Tong_Yuxin's solution](#)

233.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees

[Tong_Yuxin's solution](#)

234.

2029E

[Common Generator](#) · [Tutorial](#)

Quality: 3,536 global accepts · Rating: 2100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Tong_Yuxin's solution](#)

235.

632D

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

Quality: 4,589 global accepts · Rating: 2100 · first AC: 2024-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[Tong_Yuxin's solution](#)

236.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2024-05-10 · last AC: 2024-05-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

237.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-04-27 · last AC: 2024-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tong_Yuxin's solution](#)

238.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 2100 · first AC: 2023-07-07 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[Tong_Yuxin's solution](#)

239.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[Tong_Yuxin's solution](#)

240.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,469 global accepts · Rating: 2100 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[Tong_Yuxin's solution](#)

241.

48E

[Ivan the Fool VS Gorynych the Dragon](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2100 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, graphs
[Tong_Yuxin's solution](#)

242.

543B

[Destroying Roads](#) · [Tutorial](#)

Quality: 4,580 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[Tong_Yuxin's solution](#)

243.

507E

[Breaking Good](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2100 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tong_Yuxin's solution](#)

244.

12E

[Start of the session](#) · [Tutorial](#)

Quality: 1,452 global accepts · Rating: 2100 · first AC: 2023-08-22 · last AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[Tong_Yuxin's solution](#)

245.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,559 global accepts · Rating: 2200 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Tong_Yuxin's solution](#)

246.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,109 global accepts · Rating: 2200 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[Tong_Yuxin's solution](#)

247.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[Tong_Yuxin's solution](#)

248.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,361 global accepts · Rating: 2200 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, greedy, math

[Tong_Yuxin's solution](#)

249.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, interactive

[Tong_Yuxin's solution](#)

250.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Tong_Yuxin's solution](#)

251.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2025-04-08 · last AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, math

[Tong_Yuxin's solution](#)

252.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2025-03-18 · last AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Tong_Yuxin's solution](#)

253.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[Tong_Yuxin's solution](#)

254.

730D

[Running Over The Bridges](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2200 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Tong_Yuxin's solution](#)

255.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[Tong_Yuxin's solution](#)

256.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2024-11-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Tong_Yuxin's solution](#)

257.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Tong_Yuxin's solution](#)

258.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[Tong_Yuxin's solution](#)

259.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Tong_Yuxin's solution](#)

260.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2024-05-06 · last AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[Tong_Yuxin's solution](#)

261.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2024-04-02 · last AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[Tong_Yuxin's solution](#)

262.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2023-08-17 · last AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[Tong_Yuxin's solution](#)

263.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tong_Yuxin's solution](#)

264.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,450 global accepts · Rating: 2200 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[Tong_Yuxin's solution](#)

265.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[Tong_Yuxin's solution](#)

266.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[Tong_Yuxin's solution](#)

267.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[Tong_Yuxin's solution](#)

268.

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[Tong_Yuxin's solution](#)

269.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2023-07-27 · last AC: 2023-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[Tong_Yuxin's solution](#)

270.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2023-07-11 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Tong_Yuxin's solution](#)

271.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2023-07-04 · last AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[Tong_Yuxin's solution](#)

272.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2026-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy

[Tong_Yuxin's solution](#)

273.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, number theory

[Tong_Yuxin's solution](#)

274.

2107F1

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

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[Tong_Yuxin's solution](#)

275.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Tong_Yuxin's solution](#)

276.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[Tong_Yuxin's solution](#)

277.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[Tong_Yuxin's solution](#)

278.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[Tong_Yuxin's solution](#)

279.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2024-08-05 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[Tong_Yuxin's solution](#)

280.

1748E

[Yet Another Array Counting Problem](#) · [Tutorial](#)

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[Tong_Yuxin's solution](#)

281.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[Tong_Yuxin's solution](#)

282.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-07-19 · last AC: 2024-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[Tong_Yuxin's solution](#)

283.

870E

[Points, Lines and Ready-made Titles](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[Tong_Yuxin's solution](#)

284.

1842E

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

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[Tong_Yuxin's solution](#)

285.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[Tong_Yuxin's solution](#)

286.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2023-09-26 · last AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[Tong_Yuxin's solution](#)

287.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,364 global accepts · Rating: 2300 · first AC: 2023-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[Tong_Yuxin's solution](#)

288.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2023-09-20 · last AC: 2023-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation

[Tong_Yuxin's solution](#)

289.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[Tong_Yuxin's solution](#)

290.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[Tong_Yuxin's solution](#)

291.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[Tong_Yuxin's solution](#)

292.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[Tong_Yuxin's solution](#)

293.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2026-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, two pointers

[Tong_Yuxin's solution](#)

294.

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2026-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs

[Tong_Yuxin's solution](#)

295.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Tong_Yuxin's solution](#)

296.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Tong_Yuxin's solution](#)

297.

1830C

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

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2025-05-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[Tong_Yuxin's solution](#)

298.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[Tong_Yuxin's solution](#)

299.

865D

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

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[Tong_Yuxin's solution](#)

300.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[Tong_Yuxin's solution](#)

301.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,654 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Tong_Yuxin's solution](#)

302.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Tong_Yuxin's solution](#)

303.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[Tong_Yuxin's solution](#)

304.

1981D

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

Quality: 2,129 global accepts · Rating: 2400 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[Tong_Yuxin's solution](#)

305.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-07-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tong_Yuxin's solution](#)

306.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[Tong_Yuxin's solution](#)

307.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, games, greedy, interactive

[Tong_Yuxin's solution](#)

308.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2024-05-04 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tong_Yuxin's solution](#)

309.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs

[Tong_Yuxin's solution](#)

310.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2023-10-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[Tong_Yuxin's solution](#)

311.

5E

[Bindian Signalizing](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[Tong_Yuxin's solution](#)

312.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-09-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[Tong_Yuxin's solution](#)

313.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2023-09-23 · last AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[Tong_Yuxin's solution](#)

314.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[Tong_Yuxin's solution](#)

315.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2400 · first AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[Tong_Yuxin's solution](#)

316.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2023-09-21 · last AC: 2023-09-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[Tong_Yuxin's solution](#)

317.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-07-09 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[Tong_Yuxin's solution](#)

318.

1340C

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

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[Tong_Yuxin's solution](#)

319.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2026-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[Tong_Yuxin's solution](#)

320.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[Tong_Yuxin's solution](#)

321.

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory
[Tong_Yuxin's solution](#)

322.

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2500 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp
[Tong_Yuxin's solution](#)

323.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[Tong_Yuxin's solution](#)

324.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities
[Tong_Yuxin's solution](#)

325.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory
[Tong_Yuxin's solution](#)

326.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2500 · first AC: 2025-01-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation
[Tong_Yuxin's solution](#)

327.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2024-07-20 · last AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, number theory
[Tong_Yuxin's solution](#)

328.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-07-17 · last AC: 2024-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[Tong_Yuxin's solution](#)

329.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2024-07-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees
[Tong_Yuxin's solution](#)

330.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-07-08 · last AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[Tong_Yuxin's solution](#)

331.

1209E2

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

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Tong_Yuxin's solution](#)

332.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2026-03-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[Tong_Yuxin's solution](#)

333.

150D

[Mission Impassable](#) · [Tutorial](#)

Quality: 738 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Tong_Yuxin's solution](#)

334.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy

[Tong_Yuxin's solution](#)

335.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2025-01-24 · last AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[Tong_Yuxin's solution](#)

336.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[Tong_Yuxin's solution](#)

337.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[Tong_Yuxin's solution](#)

338.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[Tong_Yuxin's solution](#)

339.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Tong_Yuxin's solution](#)

340.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2025-09-17 · last AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

341.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2700 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[Tong_Yuxin's solution](#)

342.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, graphs

[Tong_Yuxin's solution](#)

343.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Tong_Yuxin's solution](#)

344.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2025-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[Tong_Yuxin's solution](#)

345.

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2025-01-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Tong_Yuxin's solution](#)

346.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, math

[Tong_Yuxin's solution](#)

347.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-09-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, shortest paths

[Tong_Yuxin's solution](#)

348.

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[Tong_Yuxin's solution](#)

349.

1720E

[Misha and Paintings](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2700 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Tong_Yuxin's solution](#)

350.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2024-08-06 · last AC: 2024-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[Tong_Yuxin's solution](#)

351.

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs

[Tong_Yuxin's solution](#)

352.

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[Tong_Yuxin's solution](#)

353.

774G

[Perfectionist Arkadiy](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 2700 · first AC: 2023-11-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, number theory

[Tong_Yuxin's solution](#)

354.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2026-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Tong_Yuxin's solution](#)

355.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2026-04-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Tong_Yuxin's solution](#)

356.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2026-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[Tong_Yuxin's solution](#)

357.

1578B

[Building Forest Trails](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Tong_Yuxin's solution](#)

358.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[Tong_Yuxin's solution](#)

359.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[Tong_Yuxin's solution](#)

360.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[Tong_Yuxin's solution](#)

361.

1826F

[Fading into Fog](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, math, probabilities

[Tong_Yuxin's solution](#)

362.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2023-08-11 · last AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[Tong_Yuxin's solution](#)

363.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory, probabilities

[Tong_Yuxin's solution](#)

364.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2025-07-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[Tong_Yuxin's solution](#)

365.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows

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366.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[Tong_Yuxin's solution](#)

367.

718D

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

Quality: 494 global accepts · Rating: 2900 · first AC: 2025-02-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, hashing, trees

[Tong_Yuxin's solution](#)

368.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2900 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Tong_Yuxin's solution](#)

369.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[Tong_Yuxin's solution](#)

370.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2025-01-22 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings

[Tong_Yuxin's solution](#)

371.

1979F

[Kostyanych's Theorem](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2900 · first AC: 2024-08-07 · last AC: 2024-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, interactive

[Tong_Yuxin's solution](#)

372.

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2900 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[Tong_Yuxin's solution](#)

373.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,614 global accepts · Rating: 2900 · first AC: 2024-07-18 · last AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[Tong_Yuxin's solution](#)

374.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, matrices

[Tong_Yuxin's solution](#)

375.

1583G

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

Quality: 496 global accepts · Rating: 3000 · first AC: 2026-03-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[Tong_Yuxin's solution](#)

376.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Tong_Yuxin's solution](#)

377.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[Tong_Yuxin's solution](#)

378.

603E

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

Quality: 1,544 global accepts · Rating: 3000 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[Tong_Yuxin's solution](#)

379.

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, number theory

[Tong_Yuxin's solution](#)

380.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2024-06-04 · last AC: 2024-06-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[Tong_Yuxin's solution](#)

381.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Tong_Yuxin's solution](#)

382.

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3100 · first AC: 2023-11-17 · last AC: 2023-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[Tong_Yuxin's solution](#)

383.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[Tong_Yuxin's solution](#)

384.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[Tong_Yuxin's solution](#)

385.

2157H

[Keygen 3](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 3200 · first AC: 2025-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, math

[Tong_Yuxin's solution](#)

386.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-01-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Tong_Yuxin's solution](#)

387.

1984G

[Magic Trick II](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 3200 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[Tong_Yuxin's solution](#)

388.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 3200 · first AC: 2023-10-07 · last AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Tong_Yuxin's solution](#)

389.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2025-05-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Tong_Yuxin's solution](#)

390.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-03-17 · last AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[Tong_Yuxin's solution](#)

391.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Tong_Yuxin's solution](#)

392.

1936F

[Grand Finale: Circles](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[Tong_Yuxin's solution](#)

393.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2026-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[Tong_Yuxin's solution](#)

394.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2025-05-14 · last AC: 2025-05-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Tong_Yuxin's solution](#)

395.

102341I

[Infernape](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tong_Yuxin's solution](#)

396.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tong_Yuxin's solution](#)

397.

1662C

[European Trip](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: — · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, matrices

[Tong_Yuxin's solution](#)

398.

104651L

[Partially Free Meal](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Tong_Yuxin's solution](#)

399.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Tong_Yuxin's solution](#)

400.

1952A

[Are You a Robot, Again? · Tutorial](#)

Quality: 14,102 global accepts · Rating: — · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: *special, strings

[Tong_Yuxin's solution](#)