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Unique solved — WYXkk

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

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

Filters: none

Count: 205

1.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2023-12-13 · last AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[WYXkk's solution](#)

2.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[WYXkk's solution](#)

3.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: geometry, math

[WYXkk's solution](#)

4.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,057 global accepts · Rating: 800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: math

[WYXkk's solution](#)

5.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: math

[WYXkk's solution](#)

6.

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: greedy, math

[WYXkk's solution](#)

7.

1343B

[Balanced Array](#) · [Tutorial](#)

Quality: 65,130 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[WYXkk's solution](#)

8.

1337A

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

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[WYXkk's solution](#)

9.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,788 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: math

[WYXkk's solution](#)

10.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[WYXkk's solution](#)

11.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[WYXkk's solution](#)

12.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[WYXkk's solution](#)

13.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[WYXkk's solution](#)

14.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: implementation

[WYXkk's solution](#)

15.

1311A

[Add Odd or Subtract Even](#) · [Tutorial](#)

Quality: 46,270 global accepts · Rating: 800 · first AC: 2020-02-24 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[WYXkk's solution](#)

16.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,701 global accepts · Rating: 800 · first AC: 2020-02-12 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: implementation, strings

[WYXkk's solution](#)

17.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-15 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: math

[WYXkk's solution](#)

18.

1301A

[Three Strings](#) · [Tutorial](#)

Quality: 20,111 global accepts · Rating: 800 · first AC: 2020-02-13 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: implementation, strings

[WYXkk's solution](#)

19.

1272A

[Three Friends](#) · [Tutorial](#)

Quality: 22,073 global accepts · Rating: 900 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: brute force, greedy, math, sortings

[WYXkk's solution](#)

20.

1343A

[Candies](#) · [Tutorial](#)

Quality: 53,385 global accepts · Rating: 900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, math

[WYXkk's solution](#)

21.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[WYXkk's solution](#)

22.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms
[WYXkk's solution](#)

23.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: implementation, math
[WYXkk's solution](#)

24.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: implementation, number theory
[WYXkk's solution](#)

25.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: greedy
[WYXkk's solution](#)

26.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[WYXkk's solution](#)

27.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,148 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: greedy
[WYXkk's solution](#)

28.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,683 global accepts · Rating: 900 · first AC: 2020-02-02 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: greedy, math, strings
[WYXkk's solution](#)

29.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: dsu, math
[WYXkk's solution](#)

30.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: math
[WYXkk's solution](#)

31.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: greedy, math
[WYXkk's solution](#)

32.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: constructive algorithms
[WYXkk's solution](#)

33.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
[WYXkk's solution](#)

34.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[WYXkk's solution](#)

35.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[WYXkk's solution](#)

36.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,793 global accepts · Rating: 1000 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[WYXkk's solution](#)

37.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[WYXkk's solution](#)

38.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[WYXkk's solution](#)

39.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[WYXkk's solution](#)

40.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings
[WYXkk's solution](#)

41.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: greedy, sortings
[WYXkk's solution](#)

42.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[WYXkk's solution](#)

43.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[WYXkk's solution](#)

44.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: math
[WYXkk's solution](#)

45.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, strings
[WYXkk's solution](#)

46.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[WYXkk's solution](#)

47.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[WYXkk's solution](#)

48.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation
[WYXkk's solution](#)

49.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[WYXkk's solution](#)

50.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: math
[WYXkk's solution](#)

51.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers
[WYXkk's solution](#)

52.

1343C

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

Quality: 44,066 global accepts · Rating: 1200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers
[WYXkk's solution](#)

53.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-05-01 · GNU C++11 (first AC) · Tags: implementation, math
[WYXkk's solution](#)

54.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy
[WYXkk's solution](#)

55.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers
[WYXkk's solution](#)

56.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,035 global accepts · Rating: 1200 · first AC: 2020-02-24 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, sortings
[WYXkk's solution](#)

57.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[WYXkk's solution](#)

58.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings
[WYXkk's solution](#)

59.

1364B

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

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: greedy, two pointers
[WYXkk's solution](#)

60.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[WYXkk's solution](#)

61.

1249B2

[Books Exchange \(hard version\)](#) · [Tutorial](#)

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, math
[WYXkk's solution](#)

62.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[WYXkk's solution](#)

63.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[WYXkk's solution](#)

64.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force

[WYXkk's solution](#)

65.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · last AC: 2020-02-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[WYXkk's solution](#)

66.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[WYXkk's solution](#)

67.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[WYXkk's solution](#)

68.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: implementation, math

[WYXkk's solution](#)

69.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy

[WYXkk's solution](#)

70.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[WYXkk's solution](#)

71.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[WYXkk's solution](#)

72.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,089 global accepts · Rating: 1400 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[WYXkk's solution](#)

73.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math,

number theory, ternary search

[WYXkk's solution](#)

74.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[WYXkk's solution](#)

75.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[WYXkk's solution](#)

76.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: math

[WYXkk's solution](#)

77.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[WYXkk's solution](#)

78.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[WYXkk's solution](#)

79.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[WYXkk's solution](#)

80.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: greedy

[WYXkk's solution](#)

81.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[WYXkk's solution](#)

82.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy

[WYXkk's solution](#)

83.

1340A

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

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[WYXkk's solution](#)

84.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: greedy, math

[WYXkk's solution](#)

85.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[WYXkk's solution](#)

86.

1326D1

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

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-19 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[WYXkk's solution](#)

87.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[WYXkk's solution](#)

88.

1313C1

[Skyscrapers \(easy version\)](#) · [Tutorial](#)

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[WYXkk's solution](#)

89.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-15 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[WYXkk's solution](#)

90.

1301B

[Motarack's Birthday](#) · [Tutorial](#)

Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, greedy, ternary search

[WYXkk's solution](#)

91.

1299A

[Anu Has a Function](#) · [Tutorial](#)

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[WYXkk's solution](#)

92.

1364C

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

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[WYXkk's solution](#)

93.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[WYXkk's solution](#)

94.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: math, number theory

[WYXkk's solution](#)

95.

1336A

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

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[WYXkk's solution](#)

96.

1334C

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

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[WYXkk's solution](#)

97.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[WYXkk's solution](#)

98.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[WYXkk's solution](#)

99.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation

[WYXkk's solution](#)

100.

1295C

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

Quality: 13,842 global accepts · Rating: 1600 · first AC: 2020-01-29 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[WYXkk's solution](#)

101.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,900 global accepts · Rating: 1600 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[WYXkk's solution](#)

102.

1291C

[Mind Control](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[WYXkk's solution](#)

103.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[WYXkk's solution](#)

104.

1383A

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

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

[WYXkk's solution](#)

105.

1381A2

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

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[WYXkk's solution](#)

106.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,001 global accepts · Rating: 1700 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: dp, shortest paths

[WYXkk's solution](#)

107.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: greedy

[WYXkk's solution](#)

108.

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[WYXkk's solution](#)

109.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[WYXkk's solution](#)

110.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-05-08 · last AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[WYXkk's solution](#)

111.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[WYXkk's solution](#)

112.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2020-04-08 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[WYXkk's solution](#)

113.

1329B

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

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-03 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[WYXkk's solution](#)

114.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math
[WYXkk's solution](#)

115.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[WYXkk's solution](#)

116.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,010 global accepts · Rating: 1700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dp, implementation
[WYXkk's solution](#)

117.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: combinatorics, math
[WYXkk's solution](#)

118.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · last AC: 2020-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths
[WYXkk's solution](#)

119.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[WYXkk's solution](#)

120.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,877 global accepts · Rating: 1700 · first AC: 2020-02-13 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[WYXkk's solution](#)

121.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-29 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: math, strings
[WYXkk's solution](#)

122.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[WYXkk's solution](#)

123.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation
[WYXkk's solution](#)

124.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp
[WYXkk's solution](#)

125.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[WYXkk's solution](#)

126.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: dp
[WYXkk's solution](#)

127.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[WYXkk's solution](#)

128.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: greedy
[WYXkk's solution](#)

129.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2020-06-12 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[WYXkk's solution](#)

130.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers
[WYXkk's solution](#)

131.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[WYXkk's solution](#)

132.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[WYXkk's solution](#)

133.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · last AC: 2020-04-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[WYXkk's solution](#)

134.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · last AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[WYXkk's solution](#)

135.

1326D2

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

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-19 · last AC: 2020-03-22 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[WYXkk's solution](#)

136.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[WYXkk's solution](#)

137.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[WYXkk's solution](#)

138.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[WYXkk's solution](#)

139.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: geometry

[WYXkk's solution](#)

140.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: math, number theory

[WYXkk's solution](#)

141.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,155 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[WYXkk's solution](#)

142.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[WYXkk's solution](#)

143.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[WYXkk's solution](#)

144.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[WYXkk's solution](#)

145.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[WYXkk's solution](#)

146.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[WYXkk's solution](#)

147.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[WYXkk's solution](#)

148.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[WYXkk's solution](#)

149.

1313C2

[Skyscrapers \(hard version\)](#) · [Tutorial](#)

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[WYXkk's solution](#)

150.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-24 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[WYXkk's solution](#)

151.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[WYXkk's solution](#)

152.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-06-16 · GNU C++11 (first AC) · Tags: *special

[WYXkk's solution](#)

153.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[WYXkk's solution](#)

154.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[WYXkk's solution](#)

155.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings
[WYXkk's solution](#)

156.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[WYXkk's solution](#)

157.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · last AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, math
[WYXkk's solution](#)

158.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-14 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation
[WYXkk's solution](#)

159.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math
[WYXkk's solution](#)

160.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2020-06-18 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[WYXkk's solution](#)

161.

1364D

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

Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees
[WYXkk's solution](#)

162.

1343E

[Weights Distributing](#) · [Tutorial](#)

Quality: 5,738 global accepts · Rating: 2100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings
[WYXkk's solution](#)

163.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
[WYXkk's solution](#)

164.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[WYXkk's solution](#)

165.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, greedy

[WYXkk's solution](#)

166.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[WYXkk's solution](#)

167.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings

[WYXkk's solution](#)

168.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices

[WYXkk's solution](#)

169.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[WYXkk's solution](#)

170.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[WYXkk's solution](#)

171.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-04-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[WYXkk's solution](#)

172.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[WYXkk's solution](#)

173.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[WYXkk's solution](#)

174.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: dp, strings

[WYXkk's solution](#)

175.

1295E

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

Quality: 2,772 global accepts · Rating: 2200 · first AC: 2020-01-29 · last AC: 2020-02-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[WYXkk's solution](#)

176.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[WYXkk's solution](#)

177.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[WYXkk's solution](#)

178.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[WYXkk's solution](#)

179.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[WYXkk's solution](#)

180.

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[WYXkk's solution](#)

181.

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[WYXkk's solution](#)

182.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[WYXkk's solution](#)

183.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[WYXkk's solution](#)

184.

1291E

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

Rating: 2400 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[WYXkk's solution](#)

185.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, probabilities

[WYXkk's solution](#)

186.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: binary search, geometry, ternary search
[WYXkk's solution](#)

187.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive, math
[WYXkk's solution](#)

188.

1663H

[Cross-Language Program](#) · [Tutorial](#)

Quality: 1,353 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, constructive algorithms
[WYXkk's solution](#)

189.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, combinatorics, dp, math
[WYXkk's solution](#)

190.

1663E

[Are You Safe?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation
[WYXkk's solution](#)

191.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, math
[WYXkk's solution](#)

192.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math
[WYXkk's solution](#)

193.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, expression parsing, trees
[WYXkk's solution](#)

194.

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[WYXkk's solution](#)

195.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[WYXkk's solution](#)

196.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WYXkk's solution](#)

197.

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WYXkk's solution](#)

198.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WYXkk's solution](#)

199.

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WYXkk's solution](#)

200.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WYXkk's solution](#)

201.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[WYXkk's solution](#)

202.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[WYXkk's solution](#)

203.

103470A

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