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Unique solved — WangYuanyi

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

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Count: 196

1.

2178A

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2.

2180B

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Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

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3.

2180A

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4.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

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5.

2166A

[Same Difference](#) · [Tutorial](#)

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6.

2136A

[In the Dream](#) · [Tutorial](#)

Quality: 26,118 global accepts · Rating: 800 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

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7.

2084A

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8.

2034A

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9.

2124A

[Deranged Deletions](#) · [Tutorial](#)

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10.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,200 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
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11.

2098A

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12.

2063A

[Minimal Coprime](#) · [Tutorial](#)

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13.

1186A

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14.

1368A

[C+=](#) · [Tutorial](#)

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15.

1711A

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16.

898A

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1294A

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18.

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19.

1923A

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20.

1744B

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59A

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22.

4A

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23.

1700A

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24.

2178B

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2157B

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26.

2166B

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27.

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28.

2034B

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29.

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30.

1690D

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31.

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Quality: 44,098 global accepts · Rating: 1000 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two

pointers

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32.

2063B

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33.

1923B

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34.

1700B

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35.

2196A

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36.

2190A

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37.

2178C

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38.

2174A

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39.

2136C

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40.

1874A

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41.

2119B

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42.

1747C

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43.

2187A

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44.

1868A

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45.

2166C

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46.

2124C

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47.

2119C

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Quality: 16,303 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

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48.

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

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49.

2190B1

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

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50.

2157C

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51.

2034C

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52.

2098C

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Quality: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

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53.

2098B

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54.

1923C

[Find B](#) · [Tutorial](#)

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55.

1737C

[Ela and Crickets](#) · [Tutorial](#)

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56.

743C

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Quality: 13,403 global accepts · Rating: 1500 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

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57.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

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58.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

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59.

2157D

[Billion Players Game](#) · [Tutorial](#)

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60.

1288C

[Two Arrays](#) · [Tutorial](#)

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61.

2034D

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62.

2063C

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63.

559A

[Gerald's Hexagon](#) · [Tutorial](#)

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64.

2178D

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65.

2136D

[For the Champion](#) · [Tutorial](#)

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66.

1142A

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67.

2124D

[Make a Palindrome](#) · [Tutorial](#)

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68.

2109C2

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69.

1688C

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Quality: 8,742 global accepts · Rating: 1700 · first AC: 2025-01-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

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70.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

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71.

1714G

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Quality: 9,704 global accepts · Rating: 1700 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

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72.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-28 · last AC: 2022-06-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

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73.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

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74.

2187B

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Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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75.

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, math

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76.

914C

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77.

2190B2

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

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

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78.

2180D

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79.

2180C

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80.

1696D

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81.

1153D

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82.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp

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83.

2157E

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84.

2166D

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Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

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85.

1404B

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86.

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87.

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

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88.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

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89.

2178E

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90.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[WangYuanyi's solution](#)

91.

2166E

[Binary Wine](#) · [Tutorial](#)

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92.

1088D

[Ehab and another xor problem](#) · [Tutorial](#)

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93.

895C

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Quality: 7,348 global accepts · Rating: 2000 · first AC: 2025-09-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

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94.

2136E

[By the Assignment](#) · [Tutorial](#)

Rating: 2000 · first AC: 2025-08-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs

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95.

1974G

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

Quality: 5,894 global accepts · Rating: 2000 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[WangYuanyi's solution](#)

96.

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[WangYuanyi's solution](#)

97.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[WangYuanyi's solution](#)

98.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2024-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[WangYuanyi's solution](#)

99.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings

[WangYuanyi's solution](#)

100.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-12-11 · C++14 (GCC 6-32) (first AC) · Tags: math, two pointers

[WangYuanyi's solution](#)

101.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp

[WangYuanyi's solution](#)

102.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[WangYuanyi's solution](#)

103.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[WangYuanyi's solution](#)

104.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[WangYuanyi's solution](#)

105.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,472 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[WangYuanyi's solution](#)

106.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[WangYuanyi's solution](#)

107.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, geometry, trees

[WangYuanyi's solution](#)

108.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[WangYuanyi's solution](#)

109.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[WangYuanyi's solution](#)

110.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2025-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[WangYuanyi's solution](#)

111.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[WangYuanyi's solution](#)

112.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2025-02-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[WangYuanyi's solution](#)

113.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[WangYuanyi's solution](#)

114.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[WangYuanyi's solution](#)

115.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[WangYuanyi's solution](#)

116.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[WangYuanyi's solution](#)

117.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[WangYuanyi's solution](#)

118.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[WangYuanyi's solution](#)

119.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[WangYuanyi's solution](#)

120.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft

[WangYuanyi's solution](#)

121.

785D

[Anton and School - 2](#) · [Tutorial](#)

Quality: 3,684 global accepts · Rating: 2300 · first AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[WangYuanyi's solution](#)

122.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[WangYuanyi's solution](#)

123.

786B

[Legacy · Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[WangYuanyi's solution](#)

124.

1699D

[Almost Triple Deletions · Tutorial](#)

Quality: 3,515 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[WangYuanyi's solution](#)

125.

623B

[Array GCD · Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[WangYuanyi's solution](#)

126.

888G

[Xor-MST · Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[WangYuanyi's solution](#)

127.

1972E

[Fenwick Tree · Tutorial](#)

Rating: 2300 · first AC: 2024-06-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, math, matrices

[WangYuanyi's solution](#)

128.

24D

[Broken robot · Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2025-02-07 · last AC: 2026-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[WangYuanyi's solution](#)

129.

1844E

[Great Grids · Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[WangYuanyi's solution](#)

130.

2161E

[Left is Always Right · Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[WangYuanyi's solution](#)

131.

2174C1

[Beautiful Patterns \(Easy Version\) · Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities
[WangYuanyi's solution](#)

132.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[WangYuanyi's solution](#)

133.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[WangYuanyi's solution](#)

134.

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[WangYuanyi's solution](#)

135.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2025-09-26 · last AC: 2025-09-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[WangYuanyi's solution](#)

136.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[WangYuanyi's solution](#)

137.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[WangYuanyi's solution](#)

138.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[WangYuanyi's solution](#)

139.

1970A2

[Balanced Unshuffle \(Medium\)](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 2400 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, trees

[WangYuanyi's solution](#)

140.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, two pointers

[WangYuanyi's solution](#)

141.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[WangYuanyi's solution](#)

142.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2024-12-14 · last AC: 2024-12-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[WangYuanyi's solution](#)

143.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2024-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry

[WangYuanyi's solution](#)

144.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-12-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[WangYuanyi's solution](#)

145.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[WangYuanyi's solution](#)

146.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[WangYuanyi's solution](#)

147.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2025-12-16 · last AC: 2025-12-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[WangYuanyi's solution](#)

148.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2025-12-10 · last AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[WangYuanyi's solution](#)

149.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[WangYuanyi's solution](#)

150.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[WangYuanyi's solution](#)

151.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp
[WangYuanyi's solution](#)

152.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2025-07-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp
[WangYuanyi's solution](#)

153.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, matrices
[WangYuanyi's solution](#)

154.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2025-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities
[WangYuanyi's solution](#)

155.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math
[WangYuanyi's solution](#)

156.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, games
[WangYuanyi's solution](#)

157.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, greedy
[WangYuanyi's solution](#)

158.

2082F

[MST in Modulo Graph](#) · [Tutorial](#)

Rating: 2600 · first AC: 2025-03-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy
[WangYuanyi's solution](#)

159.

360D

[Levko and Sets](#) · [Tutorial](#)

Quality: 487 global accepts · Rating: 2600 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[WangYuanyi's solution](#)

160.

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2023-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[WangYuanyi's solution](#)

161.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[WangYuanyi's solution](#)

162.

1542E2

[Abnormal Permutation Pairs \(hard version\) · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2025-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[WangYuanyi's solution](#)

163.

2003F

[Turtle and Three Sequences · Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[WangYuanyi's solution](#)

164.

2178G

[deCH OR Dations · Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[WangYuanyi's solution](#)

165.

1442D

[Sum · Tutorial](#)

Quality: 2,916 global accepts · Rating: 2800 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[WangYuanyi's solution](#)

166.

1746F

[Kazaee · Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-07-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, probabilities

[WangYuanyi's solution](#)

167.

575I

[Robots protection · Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2025-03-26 · last AC: 2025-06-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[WangYuanyi's solution](#)

168.

364D

[Ghd · Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2025-02-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[WangYuanyi's solution](#)

169.

2158F2

[Distinct GCDs \(Hard Version\) · Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math, number theory

[WangYuanyi's solution](#)

170.

2161F

[SubMST · Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[WangYuanyi's solution](#)

171.

1438F

[Olha and Igor · Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[WangYuanyi's solution](#)

172.

771E

[Bear and Rectangle Strips](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3000 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[WangYuanyi's solution](#)

173.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-12-11 · last AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers

[WangYuanyi's solution](#)

174.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, matrices, strings

[WangYuanyi's solution](#)

175.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[WangYuanyi's solution](#)

176.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive

[WangYuanyi's solution](#)

177.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2025-04-06 · last AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: matrices, trees

[WangYuanyi's solution](#)

178.

2207G

[Toothless](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 3300 · first AC: 2026-03-23 · last AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[WangYuanyi's solution](#)

179.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs

[WangYuanyi's solution](#)

180.

2066E

[Tropical Season](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 3300 · first AC: 2025-03-27 · last AC: 2026-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[WangYuanyi's solution](#)

181.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry, sortings

[WangYuanyi's solution](#)

182.

2081F

[Hot Matrix](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3300 · first AC: 2025-03-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[WangYuanyi's solution](#)

183.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2025-02-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, string suffix structures

[WangYuanyi's solution](#)

184.

2183H

[Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, sortings

[WangYuanyi's solution](#)

185.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[WangYuanyi's solution](#)

186.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[WangYuanyi's solution](#)

187.

2222D

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

Quality: 3,182 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[WangYuanyi's solution](#)

188.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,768 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[WangYuanyi's solution](#)

189.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

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190.

2222A

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191.

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192.

2168A2

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193.

2168A1

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194.

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195.

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196.

392B

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