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Unique solved — YLWang

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

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Filters: none

Count: 1,195

1.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

[YLWang's solution](#)

2.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: [math](#)

[YLWang's solution](#)

3.

1736A

[Make A Equal to B](#) · [Tutorial](#)

Quality: 24,154 global accepts · Rating: 800 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [sortings](#)

[YLWang's solution](#)

4.

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: [greedy](#), [implementation](#), [sortings](#)

[YLWang's solution](#)

5.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,816 global accepts · Rating: 800 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: [data structures](#), [greedy](#), [sortings](#)

[YLWang's solution](#)

6.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: [constructive algorithms](#)

[YLWang's solution](#)

7.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: [brute force](#), [greedy](#), [sortings](#)

[YLWang's solution](#)

8.

1699A

[The Third Three Number Problem](#) · [Tutorial](#)

Quality: 24,781 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

[YLWang's solution](#)

9.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: [bitmasks](#), [greedy](#)

[YLWang's solution](#)

10.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,466 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

11.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,882 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[YlWang's solution](#)

12.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,680 global accepts · Rating: 800 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

13.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

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14.

1656A

[Good Pairs](#) · [Tutorial](#)

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[YlWang's solution](#)

15.

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[YlWang's solution](#)

16.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

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[YlWang's solution](#)

17.

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[YlWang's solution](#)

18.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[YlWang's solution](#)

19.

1081A

[Definite Game](#) · [Tutorial](#)

Quality: 13,279 global accepts · Rating: 800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

20.

1591A

[Life of a Flower](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[YlWang's solution](#)

21.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,266 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[YlWang's solution](#)

22.

1582A

[Luntik and Concerts](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math
[YlWang's solution](#)

23.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[YlWang's solution](#)

24.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,377 global accepts · Rating: 800 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[YlWang's solution](#)

25.

1556A

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Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math
[YlWang's solution](#)

26.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,271 global accepts · Rating: 800 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: math, number theory
[YlWang's solution](#)

27.

1466B

[Last minute enhancements](#) · [Tutorial](#)

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[YlWang's solution](#)

28.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

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[YlWang's solution](#)

29.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,288 global accepts · Rating: 800 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[YlWang's solution](#)

30.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[YlWang's solution](#)

31.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,639 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[YlWang's solution](#)

32.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[YlWang's solution](#)

33.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,161 global accepts · Rating: 800 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, implementation
[YlWang's solution](#)

34.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,134 global accepts · Rating: 800 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[YlWang's solution](#)

35.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,400 global accepts · Rating: 800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[YlWang's solution](#)

36.

1519A

[Red and Blue Beans](#) · [Tutorial](#)

Quality: 30,561 global accepts · Rating: 800 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: math
[YlWang's solution](#)

37.

1511A

[Review Site](#) · [Tutorial](#)

Quality: 28,835 global accepts · Rating: 800 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: greedy
[YlWang's solution](#)

38.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 800 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[YlWang's solution](#)

39.

1220A

[Cards](#) · [Tutorial](#)

Quality: 32,800 global accepts · Rating: 800 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: implementation, sortings, strings
[YlWang's solution](#)

40.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy
[YlWang's solution](#)

41.

1455A

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

Quality: 27,411 global accepts · Rating: 800 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math, number theory
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42.

1451A

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

Quality: 25,282 global accepts · Rating: 800 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: greedy, math
[YlWang's solution](#)

43.

1452C

[Two Brackets](#) · [Tutorial](#)

Quality: 21,119 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

44.

1452A

[Robot Program](#) · [Tutorial](#)

Quality: 22,940 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

45.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-14 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

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46.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,467 global accepts · Rating: 800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

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47.

1312A

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

Quality: 27,544 global accepts · Rating: 800 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[YlWang's solution](#)

48.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2020-02-22 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: greedy, implementation

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49.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: math

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50.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

51.

1315A

[Dead Pixel](#) · [Tutorial](#)

Quality: 12,928 global accepts · Rating: 800 · first AC: 2020-09-10 · last AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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52.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

53.

1392A

[Omkar and Password](#) · [Tutorial](#)

Quality: 21,746 global accepts · Rating: 800 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

54.

1398B

[Substring Removal Game](#) · [Tutorial](#)

Quality: 25,903 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: games, greedy, sortings

[YlWang's solution](#)

55.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,791 global accepts · Rating: 800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: geometry, math

[YlWang's solution](#)

56.

1352A

[Sum of Round Numbers](#) · [Tutorial](#)

Quality: 104,157 global accepts · Rating: 800 · first AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[YlWang's solution](#)

57.

1328A

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

Quality: 131,934 global accepts · Rating: 800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

58.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,213 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[YlWang's solution](#)

59.

1287A

[Angry Students](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

60.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,310 global accepts · Rating: 800 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

61.

1285A

[Mezo Playing Zoma](#) · [Tutorial](#)

Quality: 29,891 global accepts · Rating: 800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

62.

1281A

[Suffix Three](#) · [Tutorial](#)

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[YlWang's solution](#)

63.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · last AC: 2019-12-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[YlWang's solution](#)

64.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

65.

9A

[Die Roll](#) · [Tutorial](#)

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66.

1244A

[Pens and Pencils](#) · [Tutorial](#)

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[YlWang's solution](#)

67.

1230A

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

Quality: 22,921 global accepts · Rating: 800 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

68.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-09-09 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

69.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-09-05 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

70.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-08-29 · last AC: 2019-08-29 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

71.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

72.

750A

[New Year and Hurry](#) · [Tutorial](#)

Quality: 92,571 global accepts · Rating: 800 · first AC: 2019-08-27 · last AC: 2019-08-27 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation, math

[YlWang's solution](#)

73.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[YlWang's solution](#)

74.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

75.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[YlWang's solution](#)

76.

1206A

[Choose Two Numbers](#) · [Tutorial](#)

Quality: 26,051 global accepts · Rating: 800 · first AC: 2019-08-19 · last AC: 2019-08-19 · GNU C++11 (first AC) · Tags: math, sortings

[YlWang's solution](#)

77.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[YlWang's solution](#)

78.

1054A

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

Quality: 9,591 global accepts · Rating: 800 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: implementation

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79.

1162A

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

Quality: 8,751 global accepts · Rating: 800 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

80.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

81.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[YlWang's solution](#)

82.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[YlWang's solution](#)

83.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2019-08-03 · Python 2 (first AC) · Tags: implementation

[YlWang's solution](#)

84.

1154A

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

Quality: 87,082 global accepts · Rating: 800 · first AC: 2019-08-02 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

85.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[YlWang's solution](#)

86.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-08-01 · last AC: 2019-08-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[YlWang's solution](#)

87.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[YlWang's solution](#)

88.

678A

[Johnny Likes Numbers](#) · [Tutorial](#)

Quality: 15,170 global accepts · Rating: 800 · first AC: 2019-07-30 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

89.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math

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90.

1178A

[Prime Minister](#) · [Tutorial](#)

Quality: 11,290 global accepts · Rating: 800 · first AC: 2019-07-21 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: greedy

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91.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · last AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[YlWang's solution](#)

92.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-07-13 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YlWang's solution](#)

93.

1191A

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

Quality: 18,985 global accepts · Rating: 800 · first AC: 2019-07-12 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force

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94.

1148A

[Another One Bites The Dust](#) · [Tutorial](#)

Quality: 15,547 global accepts · Rating: 800 · first AC: 2019-07-12 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

95.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,651 global accepts · Rating: 800 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: implementation, strings

[YlWang's solution](#)

96.

1150A

[Stock Arbitraging](#) · [Tutorial](#)

Quality: 12,519 global accepts · Rating: 800 · first AC: 2019-07-10 · last AC: 2019-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

97.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,107 global accepts · Rating: 800 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: strings

[YlWang's solution](#)

98.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,465 global accepts · Rating: 800 · first AC: 2019-06-28 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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99.

1180A

[Alex and a Rhombus](#) · [Tutorial](#)

Quality: 27,428 global accepts · Rating: 800 · first AC: 2019-07-04 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: dp, implementation, math

[YlWang's solution](#)

100.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,385 global accepts · Rating: 800 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

101.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

Quality: 17,260 global accepts · Rating: 800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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102.

1080A

[Petya and Origami](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math

[YlWang's solution](#)

103.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[YlWang's solution](#)

104.

1060A

[Phone Numbers](#) · [Tutorial](#)

Quality: 15,718 global accepts · Rating: 800 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[YlWang's solution](#)

105.

1058A

[In Search of an Easy Problem](#) · [Tutorial](#)

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YlWang's solution](#)

106.

2035B

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

Quality: 20,572 global accepts · Rating: 900 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

107.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,852 global accepts · Rating: 900 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[YlWang's solution](#)

108.

1699B

[Almost Ternary Matrix](#) · [Tutorial](#)

Quality: 21,695 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[YlWang's solution](#)

109.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,339 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[YlWang's solution](#)

110.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,912 global accepts · Rating: 900 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[YlWang's solution](#)

111.

1591B

[Array Eversion](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[YlWang's solution](#)

112.

1609A

[Divide and Multiply](#) · [Tutorial](#)

Quality: 18,897 global accepts · Rating: 900 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[YlWang's solution](#)

113.

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, greedy, math, sortings

[YlWang's solution](#)

114.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,378 global accepts · Rating: 900 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[YlWang's solution](#)

115.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory, sortings

[YlWang's solution](#)

116.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

117.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[YlWang's solution](#)

118.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 900 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[YlWang's solution](#)

119.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[YlWang's solution](#)

120.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,084 global accepts · Rating: 900 · first AC: 2020-07-12 · last AC: 2020-07-16 · GNU C++11 (first AC) · Tags: brute force, data structures

[YlWang's solution](#)

121.

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,892 global accepts · Rating: 900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

122.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,212 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[YlWang's solution](#)

123.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: implementation, number theory

[YlWang's solution](#)

124.

1321A

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

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

125.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,274 global accepts · Rating: 900 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

126.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[YlWang's solution](#)

127.

1295A

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

Quality: 24,151 global accepts · Rating: 900 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

128.

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

129.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,348 global accepts · Rating: 900 · first AC: 2019-10-15 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

130.

1238A

[Prime Subtraction](#) · [Tutorial](#)

Quality: 28,069 global accepts · Rating: 900 · first AC: 2019-10-15 · last AC: 2019-10-15 · GNU C++11 (first AC) · Tags: math, number theory

[YlWang's solution](#)

131.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

132.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,917 global accepts · Rating: 900 · first AC: 2019-09-09 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[YlWang's solution](#)

133.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-09-08 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: greedy, strings

[YlWang's solution](#)

134.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,605 global accepts · Rating: 900 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

135.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,022 global accepts · Rating: 900 · first AC: 2019-08-25 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

136.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

137.

1204B

[Mislove Has Lost an Array](#) · [Tutorial](#)

Quality: 18,329 global accepts · Rating: 900 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

138.

1206B

[Make Product Equal One](#) · [Tutorial](#)

Quality: 29,513 global accepts · Rating: 900 · first AC: 2019-08-19 · last AC: 2019-08-19 · GNU C++11 (first AC) · Tags: dp, implementation
[YlWang's solution](#)

139.

586A

[Alena's Schedule](#) · [Tutorial](#)

Quality: 10,592 global accepts · Rating: 900 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: implementation
[YlWang's solution](#)

140.

11A

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

Quality: 15,497 global accepts · Rating: 900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[YlWang's solution](#)

141.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, geometry
[YlWang's solution](#)

142.

1169A

[Circle Metro](#) · [Tutorial](#)

Quality: 12,695 global accepts · Rating: 900 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation, math
[YlWang's solution](#)

143.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 900 · first AC: 2019-07-22 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[YlWang's solution](#)

144.

1150B

[Tiling Challenge](#) · [Tutorial](#)

Quality: 11,852 global accepts · Rating: 900 · first AC: 2019-07-10 · last AC: 2019-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation
[YlWang's solution](#)

145.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-07 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: math
[YlWang's solution](#)

146.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[YlWang's solution](#)

147.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, sortings
[YlWang's solution](#)

148.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[YlWang's solution](#)

149.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp,

greedy

[YlWang's solution](#)

150.

1515B

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

Quality: 27,075 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[YlWang's solution](#)

151.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,064 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[YlWang's solution](#)

152.

1469A

[Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

153.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,079 global accepts · Rating: 1000 · first AC: 2020-11-14 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[YlWang's solution](#)

154.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,063 global accepts · Rating: 1000 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[YlWang's solution](#)

155.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,389 global accepts · Rating: 1000 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[YlWang's solution](#)

156.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,426 global accepts · Rating: 1000 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

157.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,682 global accepts · Rating: 1000 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[YlWang's solution](#)

158.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,488 global accepts · Rating: 1000 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

159.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[YlWang's solution](#)

160.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YlWang's solution](#)

161.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

162.

1230B

[Ania and Minimizing](#) · [Tutorial](#)

Quality: 19,633 global accepts · Rating: 1000 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

163.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YlWang's solution](#)

164.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

165.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-09-08 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: math, number theory

[YlWang's solution](#)

166.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

167.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[YlWang's solution](#)

168.

1204A

[BowWow and the Timetable](#) · [Tutorial](#)

Quality: 22,316 global accepts · Rating: 1000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

169.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-08-18 · last AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

170.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

171.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

172.

1084A

[The Fair Nut and Elevator](#) · [Tutorial](#)

Quality: 8,230 global accepts · Rating: 1000 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

173.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

174.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-08-06 · last AC: 2019-08-06 · GNU C++11 (first AC) · Tags: brute force, math

[YlWang's solution](#)

175.

1199B

[Water Lily](#) · [Tutorial](#)

Quality: 22,395 global accepts · Rating: 1000 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: geometry, math

[YlWang's solution](#)

176.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[YlWang's solution](#)

177.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

178.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[YlWang's solution](#)

179.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2019-07-22 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

180.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-19 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[YlWang's solution](#)

181.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-18 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: greedy, math
[YlWang's solution](#)

182.

1151A

[Maxim and Biology](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-07-11 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: brute force, strings
[YlWang's solution](#)

183.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[YlWang's solution](#)

184.

1027A

[Palindromic Twist](#) · [Tutorial](#)

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-19 · GNU C++ (first AC) · Tags: implementation, strings
[YlWang's solution](#)

185.

1700B

[Palindromic Numbers](#) · [Tutorial](#)

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[YlWang's solution](#)

186.

1656B

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

Quality: 26,814 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers
[YlWang's solution](#)

187.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
[YlWang's solution](#)

188.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[YlWang's solution](#)

189.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[YlWang's solution](#)

190.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[YlWang's solution](#)

191.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

192.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,814 global accepts · Rating: 1100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees

[YlWang's solution](#)

193.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[YlWang's solution](#)

194.

1455C

[Ping-pong](#) · [Tutorial](#)

Quality: 20,447 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, games, math

[YlWang's solution](#)

195.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings

[YlWang's solution](#)

196.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,622 global accepts · Rating: 1100 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

197.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YlWang's solution](#)

198.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, strings

[YlWang's solution](#)

199.

1327A

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

Quality: 45,741 global accepts · Rating: 1100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

200.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,521 global accepts · Rating: 1100 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[YlWang's solution](#)

201.

1288B

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

Quality: 17,782 global accepts · Rating: 1100 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

202.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[YlWang's solution](#)

203.

1227A

[Math Problem](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 1100 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

204.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

205.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-09-05 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[YlWang's solution](#)

206.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,479 global accepts · Rating: 1100 · first AC: 2019-09-04 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, math

[YlWang's solution](#)

207.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,561 global accepts · Rating: 1100 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

208.

1099B

[Squares and Segments](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-08-29 · last AC: 2019-08-29 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[YlWang's solution](#)

209.

570A

[Elections](#) · [Tutorial](#)

Quality: 14,332 global accepts · Rating: 1100 · first AC: 2019-08-28 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

210.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-08-07 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[YlWang's solution](#)

211.

190A

[Vasya and the Bus](#) · [Tutorial](#)

Quality: 6,259 global accepts · Rating: 1100 · first AC: 2019-07-09 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

212.

1189B

[Number Circle](#) · [Tutorial](#)

Quality: 15,308 global accepts · Rating: 1100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[YlWang's solution](#)

213.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

214.

1070K

[Video Posts](#) · [Tutorial](#)

Quality: 5,378 global accepts · Rating: 1100 · first AC: 2018-10-20 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

215.

1060B

[Maximum Sum of Digits](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1100 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[YlWang's solution](#)

216.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YlWang's solution](#)

217.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[YlWang's solution](#)

218.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1200 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[YlWang's solution](#)

219.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, sortings

[YlWang's solution](#)

220.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,645 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[YlWang's solution](#)

221.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[YlWang's solution](#)

222.

1637C

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

Quality: 18,746 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

223.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

224.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,661 global accepts · Rating: 1200 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[YlWang's solution](#)

225.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[YlWang's solution](#)

226.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[YlWang's solution](#)

227.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, strings

[YlWang's solution](#)

228.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

229.

1437B

[Reverse Binary Strings](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 1200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

230.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[YlWang's solution](#)

231.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,818 global accepts · Rating: 1200 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math

[YlWang's solution](#)

232.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[YlWang's solution](#)

233.

1315C

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

Quality: 10,656 global accepts · Rating: 1200 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

234.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

235.

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,291 global accepts · Rating: 1200 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, two pointers

[YlWang's solution](#)

236.

1355A

[Sequence with Digits](#) · [Tutorial](#)

Quality: 28,803 global accepts · Rating: 1200 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[YlWang's solution](#)

237.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,375 global accepts · Rating: 1200 · first AC: 2020-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[YlWang's solution](#)

238.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,347 global accepts · Rating: 1200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[YlWang's solution](#)

239.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

240.

1327B

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

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[YlWang's solution](#)

241.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

242.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,050 global accepts · Rating: 1200 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: greedy, number theory

[YlWang's solution](#)

243.

1227B

[Box](#) · [Tutorial](#)

Quality: 10,432 global accepts · Rating: 1200 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

244.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[YlWang's solution](#)

245.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-04 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: data structures, greedy

[YlWang's solution](#)

246.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: math

[YlWang's solution](#)

247.

1099C

[Postcard](#) · [Tutorial](#)

Quality: 10,427 global accepts · Rating: 1200 · first AC: 2019-08-29 · last AC: 2019-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

248.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2019-08-28 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

249.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

250.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

251.

1206C

[Almost Equal](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

252.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-08-18 · last AC: 2019-08-18 · GNU C++11 (first AC) · Tags: dp, greedy, math

[YlWang's solution](#)

253.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-08-18 · last AC: 2019-08-18 · GNU C++11 (first AC) · Tags: implementation, strings

[YlWang's solution](#)

254.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

255.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[YlWang's solution](#)

256.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

257.

1084B

[Kvass and the Fair Nut](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1200 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

258.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: binary search, geometry, math

[YlWang's solution](#)

259.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,851 global accepts · Rating: 1200 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[YlWang's solution](#)

260.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-08-06 · last AC: 2019-08-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

261.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[YlWang's solution](#)

262.

1174B

[Ehab Is an Odd Person](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1200 · first AC: 2019-08-01 · GNU C++11 (first AC) · Tags: sortings

[YlWang's solution](#)

263.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

264.

1191B

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

Quality: 9,864 global accepts · Rating: 1200 · first AC: 2019-07-12 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

265.

1149A

[Prefix Sum Primes](#) · [Tutorial](#)

Quality: 17,895 global accepts · Rating: 1200 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

266.

1150C

[Prefix Sum Primes](#) · [Tutorial](#)

Rating: 1200 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

267.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[YlWang's solution](#)

268.

1185C1

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

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

269.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: implementation, strings

[YlWang's solution](#)

270.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: dp, greedy, math

[YlWang's solution](#)

271.

1027B

[Numbers on the Chessboard](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: implementation, math

[YlWang's solution](#)

272.

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, schedules, two pointers

[YlWang's solution](#)

273.

1737B

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

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[YlWang's solution](#)

274.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,788 global accepts · Rating: 1300 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings, two pointers

[YlWang's solution](#)

275.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,753 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[YlWang's solution](#)

276.

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[YlWang's solution](#)

277.

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[YlWang's solution](#)

278.

871A

[Maximum splitting](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[YlWang's solution](#)

279.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings

[YlWang's solution](#)

280.

1591C

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

Rating: 1300 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[YlWang's solution](#)

281.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory

[YlWang's solution](#)

282.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YlWang's solution](#)

283.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[YlWang's solution](#)

284.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[YlWang's solution](#)

285.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

[YlWang's solution](#)

286.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,358 global accepts · Rating: 1300 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[YlWang's solution](#)

287.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,815 global accepts · Rating: 1300 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: games, greedy, strings

[YlWang's solution](#)

288.

1220B

[Multiplication Table](#) · [Tutorial](#)

Quality: 12,137 global accepts · Rating: 1300 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: math, number theory

[YlWang's solution](#)

289.

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,397 global accepts · Rating: 1300 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[YlWang's solution](#)

290.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[YlWang's solution](#)

291.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[YlWang's solution](#)

292.

1315B

[Homecoming](#) · [Tutorial](#)

Quality: 9,608 global accepts · Rating: 1300 · first AC: 2020-09-10 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, strings

[YlWang's solution](#)

293.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,047 global accepts · Rating: 1300 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[YlWang's solution](#)

294.

1322A

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

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

295.

1311C

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

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: brute force

[YlWang's solution](#)

296.

1326C

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

Quality: 16,402 global accepts · Rating: 1300 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[YlWang's solution](#)

297.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2020-01-20 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[YlWang's solution](#)

298.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[YlWang's solution](#)

299.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

300.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1300 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[YlWang's solution](#)

301.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,917 global accepts · Rating: 1300 · first AC: 2019-10-15 · last AC: 2019-10-15 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

302.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-09-17 · last AC: 2019-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[YlWang's solution](#)

303.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

304.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-09-08 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[YlWang's solution](#)

305.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[YlWang's solution](#)

306.

750B

[New Year and North Pole](#) · [Tutorial](#)

Quality: 9,721 global accepts · Rating: 1300 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: geometry, implementation

[YlWang's solution](#)

307.

807B

[T-Shirt Hunt](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

308.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,263 global accepts · Rating: 1300 · first AC: 2019-08-24 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

309.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2019-08-21 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

310.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

311.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2019-08-04 · last AC: 2019-08-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[YlWang's solution](#)

312.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[YlWang's solution](#)

313.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2019-07-21 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[YlWang's solution](#)

314.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2019-07-21 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: dp, strings

[YlWang's solution](#)

315.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · last AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[YlWang's solution](#)

316.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · last AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YlWang's solution](#)

317.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-07-13 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[YlWang's solution](#)

318.

1070D

[Garbage Disposal](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 1300 · first AC: 2018-10-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[YlWang's solution](#)

319.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YlWang's solution](#)

320.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

321.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-24 · GNU C++ (first AC) · Tags: implementation, strings

[YlWang's solution](#)

322.

2035C

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

Quality: 11,532 global accepts · Rating: 1400 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[YlWang's solution](#)

323.

1748B

[Diverse Substrings](#) · [Tutorial](#)

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[YlWang's solution](#)

324.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[YlWang's solution](#)

325.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[YlWang's solution](#)

326.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[YlWang's solution](#)

327.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[YlWang's solution](#)

328.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[YlWang's solution](#)

329.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[YlWang's solution](#)

330.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[YlWang's solution](#)

331.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[YlWang's solution](#)

332.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,512 global accepts · Rating: 1400 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

333.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings

[YlWang's solution](#)

334.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings

[YlWang's solution](#)

335.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

336.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,711 global accepts · Rating: 1400 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[YlWang's solution](#)

337.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: greedy

[YlWang's solution](#)

338.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, geometry, math, ternary search

[YlWang's solution](#)

339.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

340.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[YlWang's solution](#)

341.

1332B

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

Quality: 18,957 global accepts · Rating: 1400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

342.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,101 global accepts · Rating: 1400 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[YlWang's solution](#)

343.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[YlWang's solution](#)

344.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[YlWang's solution](#)

345.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[YlWang's solution](#)

346.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,147 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[YlWang's solution](#)

347.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: dp, greedy
[YlWang's solution](#)

348.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[YlWang's solution](#)

349.

1004C

[Sonya and Robots](#) · [Tutorial](#)

Quality: 7,881 global accepts · Rating: 1400 · first AC: 2019-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[YlWang's solution](#)

350.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,356 global accepts · Rating: 1400 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation
[YlWang's solution](#)

351.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-09-05 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy
[YlWang's solution](#)

352.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-04 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, math
[YlWang's solution](#)

353.

888C

[K-Dominant Character](#) · [Tutorial](#)

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[YlWang's solution](#)

354.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: math, number theory
[YlWang's solution](#)

355.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy
[YlWang's solution](#)

356.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,259 global accepts · Rating: 1400 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings
[YlWang's solution](#)

357.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[YlWang's solution](#)

358.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

359.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-01 · last AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YlWang's solution](#)

360.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-07-29 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

361.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2019-07-22 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

362.

1195C

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

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-19 · last AC: 2019-07-19 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

363.

1190A

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Quality: 9,807 global accepts · Rating: 1400 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: implementation, two pointers

[YlWang's solution](#)

364.

1191C

[Tokitsukaze and Discard Items](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

365.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: binary search, sortings

[YlWang's solution](#)

366.

1189C

[Candies!](#) · [Tutorial](#)

Quality: 11,070 global accepts · Rating: 1400 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math

[YlWang's solution](#)

367.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-07 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

368.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,584 global accepts · Rating: 1500 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[YlWang's solution](#)

369.

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,780 global accepts · Rating: 1500 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[YlWang's solution](#)

370.

1737C

[Ela and Crickets](#) · [Tutorial](#)

Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, implementation, math

[YlWang's solution](#)

371.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[YlWang's solution](#)

372.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, implementation, math

[YlWang's solution](#)

373.

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

374.

1081B

[Farewell Party](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 1500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

375.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,285 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[YlWang's solution](#)

376.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[YlWang's solution](#)

377.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[YlWang's solution](#)

378.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, trees

[YlWang's solution](#)

379.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,886 global accepts · Rating: 1500 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[YlWang's solution](#)

380.

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,544 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[YlWang's solution](#)

381.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, hashing, number theory

[YlWang's solution](#)

382.

1515D

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

Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[YlWang's solution](#)

383.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[YlWang's solution](#)

384.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, strings

[YlWang's solution](#)

385.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[YlWang's solution](#)

386.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-28 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[YlWang's solution](#)

387.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YlWang's solution](#)

388.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,419 global accepts · Rating: 1500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[YlWang's solution](#)

389.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[YlWang's solution](#)

390.

1379B

[Dubious Cyrpto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[YlWang's solution](#)

391.

1352F

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

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, math

[YlWang's solution](#)

392.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,350 global accepts · Rating: 1500 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

393.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,864 global accepts · Rating: 1500 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[YlWang's solution](#)

394.

1326D1

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

Quality: 13,296 global accepts · Rating: 1500 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[YlWang's solution](#)

395.

1325C

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

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[YlWang's solution](#)

396.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[YlWang's solution](#)

397.

1287B

[Hyperset](#) · [Tutorial](#)

Quality: 9,787 global accepts · Rating: 1500 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[YlWang's solution](#)

398.

1051C

[Vasya and Multisets](#) · [Tutorial](#)

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[YlWang's solution](#)

399.

1250L

[Divide The Students](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2019-10-27 · last AC: 2019-10-28 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[YlWang's solution](#)

400.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,291 global accepts · Rating: 1500 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[YlWang's solution](#)

401.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

402.

1105C

[Ayoub and Lost Array](#) · [Tutorial](#)

Quality: 11,368 global accepts · Rating: 1500 · first AC: 2019-09-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

403.

1101E

[Polycarp's New Job](#) · [Tutorial](#)

Quality: 8,259 global accepts · Rating: 1500 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

404.

1101C

[Division and Union](#) · [Tutorial](#)

Quality: 12,041 global accepts · Rating: 1500 · first AC: 2019-09-10 · last AC: 2019-09-10 · GNU C++11 (first AC) · Tags: sortings

[YlWang's solution](#)

405.

1106D

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

Quality: 19,665 global accepts · Rating: 1500 · first AC: 2019-09-09 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[YlWang's solution](#)

406.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-09-09 · last AC: 2019-09-09 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

407.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

408.

1043C

[Smallest Word](#) · [Tutorial](#)

Quality: 7,224 global accepts · Rating: 1500 · first AC: 2019-08-28 · last AC: 2019-08-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

409.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-25 · last AC: 2019-08-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, two pointers

[YlWang's solution](#)

410.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

411.

1054C

[Candies Distribution](#) · [Tutorial](#)

Quality: 4,489 global accepts · Rating: 1500 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

412.

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,665 global accepts · Rating: 1500 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[YlWang's solution](#)

413.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: graphs

[YlWang's solution](#)

414.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: graphs, implementation

[YlWang's solution](#)

415.

1201B

[Zero Array](#) · [Tutorial](#)

Quality: 25,478 global accepts · Rating: 1500 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: greedy, math

[YlWang's solution](#)

416.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[YlWang's solution](#)

417.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

418.

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,734 global accepts · Rating: 1500 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: graphs, implementation

[YlWang's solution](#)

419.

1178D

[Prime Graph](#) · [Tutorial](#)

Quality: 7,925 global accepts · Rating: 1500 · first AC: 2019-07-21 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

420.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[YlWang's solution](#)

421.

1110C

[Meaningless Operations](#) · [Tutorial](#)

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-07 · last AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[YlWang's solution](#)

422.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

423.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

424.

1180B

[Nick and Array](#) · [Tutorial](#)

Quality: 10,107 global accepts · Rating: 1500 · first AC: 2019-07-04 · last AC: 2019-07-04 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

425.

1180C

[Valeriy and Deque](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

426.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YlWang's solution](#)

427.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YlWang's solution](#)

428.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[YlWang's solution](#)

429.

1730B

[Meeting on the Line](#) · [Tutorial](#)

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[YlWang's solution](#)

430.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[YlWang's solution](#)

431.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[YlWang's solution](#)

432.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[YlWang's solution](#)

433.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, graphs, greedy, math

[YlWang's solution](#)

434.

930B

[Game with String](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: implementation, probabilities, strings

[YlWang's solution](#)

435.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[YlWang's solution](#)

436.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[YlWang's solution](#)

437.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

438.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[YlWang's solution](#)

439.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

440.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2021-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[YlWang's solution](#)

441.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[YlWang's solution](#)

442.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[YlWang's solution](#)

443.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, two pointers

[YlWang's solution](#)

444.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[YlWang's solution](#)

445.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,610 global accepts · Rating: 1600 · first AC: 2021-04-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

446.

1498C

[Planar Reflections](#) · [Tutorial](#)

Quality: 12,122 global accepts · Rating: 1600 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp

[YlWang's solution](#)

447.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

448.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[YlWang's solution](#)

449.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

450.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths, trees

[YlWang's solution](#)

451.

1336A

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

Quality: 24,671 global accepts · Rating: 1600 · first AC: 2020-10-21 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[YlWang's solution](#)

452.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[YlWang's solution](#)

453.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,636 global accepts · Rating: 1600 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: data structures, dp, math

[YlWang's solution](#)

454.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,644 global accepts · Rating: 1600 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[YlWang's solution](#)

455.

1352G

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

Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

456.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

457.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[YlWang's solution](#)

458.

1305C

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

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[YlWang's solution](#)

459.

1295C

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

Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[YlWang's solution](#)

460.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,276 global accepts · Rating: 1600 · first AC: 2020-01-15 · GNU C++11 (first AC) · Tags: combinatorics, dp

[YlWang's solution](#)

461.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[YlWang's solution](#)

462.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[YlWang's solution](#)

463.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-15 · last AC: 2019-10-15 · GNU C++11 (first AC) · Tags: dp, greedy, math

[YlWang's solution](#)

464.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[YlWang's solution](#)

465.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, trees

[YlWang's solution](#)

466.

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-08-29 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[YlWang's solution](#)

467.

750C

[New Year and Rating](#) · [Tutorial](#)

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2019-08-27 · last AC: 2019-08-27 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[YlWang's solution](#)

468.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,506 global accepts · Rating: 1600 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

469.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,402 global accepts · Rating: 1600 · first AC: 2019-08-18 · last AC: 2019-08-18 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[YlWang's solution](#)

470.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2019-07-30 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: sortings, two pointers

[YlWang's solution](#)

471.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2019-07-31 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings

[YlWang's solution](#)

472.

1189D1

[Add on a Tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: trees

[YlWang's solution](#)

473.

1148B

[Born This Way](#) · [Tutorial](#)

Quality: 7,941 global accepts · Rating: 1600 · first AC: 2019-07-12 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: binary search, brute force, two pointers

[YlWang's solution](#)

474.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-07-11 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[YlWang's solution](#)

475.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-07-11 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[YlWang's solution](#)

476.

1184C1

[Heidi and the Turing Test \(Easy\)](#) · [Tutorial](#)

Quality: 2,938 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

477.

1184D1

[Parallel Universes \(Easy\)](#) · [Tutorial](#)

Quality: 2,789 global accepts · Rating: 1600 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: implementation

[YlWang's solution](#)

478.

1060C

[Maximum Subrectangle](#) · [Tutorial](#)

Quality: 5,209 global accepts · Rating: 1600 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, two pointers

[YlWang's solution](#)

479.

1029C

[Maximal Intersection](#) · [Tutorial](#)

Quality: 8,276 global accepts · Rating: 1600 · first AC: 2018-08-25 · GNU C++ (first AC) · Tags: greedy, math, sortings

[YlWang's solution](#)

480.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-18 · GNU C++ (first AC) · Tags: greedy

[YlWang's solution](#)

481.

1237C1

[Balanced Removals \(Easier\)](#) · [Tutorial](#)

Quality: 6,302 global accepts · Rating: 1700 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[YlWang's solution](#)

482.

1699C

[The Third Problem](#) · [Tutorial](#)

Quality: 10,723 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[YlWang's solution](#)

483.

1700C

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

Quality: 12,167 global accepts · Rating: 1700 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[YlWang's solution](#)

484.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[YlWang's solution](#)

485.

1621C

[Hidden Permutations](#) · [Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, interactive, math

[YlWang's solution](#)

486.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[YlWang's solution](#)

487.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[YlWang's solution](#)

488.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[YlWang's solution](#)

489.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,681 global accepts · Rating: 1700 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[YlWang's solution](#)

490.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: games, geometry, math

[YlWang's solution](#)

491.

1336B

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

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-10-21 · last AC: 2020-10-21 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[YlWang's solution](#)

492.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

493.

1315D

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[YlWang's solution](#)

494.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,766 global accepts · Rating: 1700 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

495.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[YlWang's solution](#)

496.

1333C

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

Quality: 13,365 global accepts · Rating: 1700 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[YlWang's solution](#)

497.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: combinatorics, math

[YlWang's solution](#)

498.

1320B

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

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[YlWang's solution](#)

499.

1332D

[Walk on Matrix](#) · [Tutorial](#)

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

500.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dp, implementation
[YlWang's solution](#)

501.

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
[YlWang's solution](#)

502.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[YlWang's solution](#)

503.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: math, strings
[YlWang's solution](#)

504.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1700 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[YlWang's solution](#)

505.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · last AC: 2019-12-18 · GNU C++11 (first AC) · Tags: implementation, math
[YlWang's solution](#)

506.

1227C

[Messy](#) · [Tutorial](#)

Quality: 5,790 global accepts · Rating: 1700 · first AC: 2019-11-26 · GNU C++11 (first AC) · Tags: constructive algorithms
[YlWang's solution](#)

507.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: bitmasks, dp
[YlWang's solution](#)

508.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[YlWang's solution](#)

509.

1230D

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, greedy
[YlWang's solution](#)

510.

1230C

[Anadi and Domino](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-09-24 · GNU C++11 (first AC) · Tags: brute force, graphs

[YlWang's solution](#)

511.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1700 · first AC: 2019-09-16 · last AC: 2019-09-16 · GNU C++11 (first AC) · Tags: games, greedy, math

[YlWang's solution](#)

512.

1043D

[Mysterious Crime](#) · [Tutorial](#)

Quality: 4,763 global accepts · Rating: 1700 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, meet-in-the-middle, two pointers

[YlWang's solution](#)

513.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2019-08-21 · last AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

514.

1204C

[Anna, Svyatoslav and Maps](#) · [Tutorial](#)

Quality: 7,209 global accepts · Rating: 1700 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[YlWang's solution](#)

515.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2019-08-13 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures

[YlWang's solution](#)

516.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-08-07 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: brute force, dp, shortest paths

[YlWang's solution](#)

517.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[YlWang's solution](#)

518.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-08-06 · last AC: 2019-08-06 · GNU C++11 (first AC) · Tags: greedy, strings

[YlWang's solution](#)

519.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

520.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: binary search, greedy

[YlWang's solution](#)

521.

1169C

[Increasing by Modulo](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: binary search, greedy

[YlWang's solution](#)

522.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · last AC: 2019-07-17 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[YlWang's solution](#)

523.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2019-07-12 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[YlWang's solution](#)

524.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-07-01 · last AC: 2019-07-01 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

525.

1185C2

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

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, math

[YlWang's solution](#)

526.

2035D

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

Quality: 5,830 global accepts · Rating: 1800 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[YlWang's solution](#)

527.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[YlWang's solution](#)

528.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[YlWang's solution](#)

529.

1637D

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

Quality: 8,922 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[YlWang's solution](#)

530.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: dsu, graphs, shortest paths, sortings
[YlWang's solution](#)

531.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1800 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths
[YlWang's solution](#)

532.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,582 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[YlWang's solution](#)

533.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,435 global accepts · Rating: 1800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings
[YlWang's solution](#)

534.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[YlWang's solution](#)

535.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[YlWang's solution](#)

536.

1548B

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

Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers
[YlWang's solution](#)

537.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, math
[YlWang's solution](#)

538.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees
[YlWang's solution](#)

539.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[YlWang's solution](#)

540.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,510 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation,

math

[YlWang's solution](#)

541.

1462F

[The Treasure of The Segments](#) · [Tutorial](#)

Quality: 8,539 global accepts · Rating: 1800 · first AC: 2020-12-16 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy

[YlWang's solution](#)

542.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[YlWang's solution](#)

543.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, sortings

[YlWang's solution](#)

544.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,949 global accepts · Rating: 1800 · first AC: 2020-05-16 · last AC: 2020-09-04 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two pointers

[YlWang's solution](#)

545.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[YlWang's solution](#)

546.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · last AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers

[YlWang's solution](#)

547.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,186 global accepts · Rating: 1800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[YlWang's solution](#)

548.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[YlWang's solution](#)

549.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[YlWang's solution](#)

550.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[YlWang's solution](#)

551.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)

552.

1324F

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

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[YlWang's solution](#)

553.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, ternary search

[YlWang's solution](#)

554.

1326D2

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

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[YlWang's solution](#)

555.

1304D

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

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[YlWang's solution](#)

556.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[YlWang's solution](#)

557.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · last AC: 2019-12-18 · GNU C++11 (first AC) · Tags: implementation, math

[YlWang's solution](#)

558.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2019-10-27 · last AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[YlWang's solution](#)

559.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[YlWang's solution](#)

560.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: hashing, implementation, math

[YlWang's solution](#)

561.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[YlWang's solution](#)

562.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-09-08 · last AC: 2019-09-08 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[YlWang's solution](#)

563.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2019-08-25 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

564.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,702 global accepts · Rating: 1800 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: combinatorics

[YlWang's solution](#)

565.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[YlWang's solution](#)

566.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 1800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[YlWang's solution](#)

567.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: dp, trees

[YlWang's solution](#)

568.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[YlWang's solution](#)

569.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[YlWang's solution](#)

570.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

571.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-07-13 · last AC: 2019-07-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[YlWang's solution](#)

572.

1190B

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1800 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: games

[YlWang's solution](#)

573.

1191D

[Tokitsukaze, CSL and Stone Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-12 · GNU C++11 (first AC) · Tags: games, greedy

[YlWang's solution](#)

574.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2019-07-12 · last AC: 2019-07-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

575.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-07-11 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YlWang's solution](#)

576.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · last AC: 2019-07-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[YlWang's solution](#)

577.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

578.

1180D

[Tolik and His Uncle](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-07-04 · GNU C++11 (first AC) · Tags: constructive algorithms

[YlWang's solution](#)

579.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[YlWang's solution](#)

580.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,659 global accepts · Rating: 1900 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[YlWang's solution](#)

581.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[YlWang's solution](#)

582.

1237C2

[Balanced Removals \(Harder\)](#) · [Tutorial](#)

Quality: 4,535 global accepts · Rating: 1900 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, greedy, implementation, sortings

[YlWang's solution](#)

583.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[YlWang's solution](#)

584.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,995 global accepts · Rating: 1900 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[YlWang's solution](#)

585.

1697D

[Guess The String](#) · [Tutorial](#)

Quality: 4,996 global accepts · Rating: 1900 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[YlWang's solution](#)

586.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[YlWang's solution](#)

587.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[YlWang's solution](#)

588.

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[YlWang's solution](#)

589.

1063C

[Dwarves, Hats and Extrasensory Abilities](#) · [Tutorial](#)

Quality: 3,280 global accepts · Rating: 1900 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, interactive

[YlWang's solution](#)

590.

1591D

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

Rating: 1900 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, math, sortings

[YlWang's solution](#)

591.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[YlWang's solution](#)

592.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[YlWang's solution](#)

593.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation

[YlWang's solution](#)

594.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[YlWang's solution](#)

595.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[YlWang's solution](#)

596.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: bitmasks, math, number theory

[YlWang's solution](#)

597.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory

[YlWang's solution](#)

598.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2020-11-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings

[YlWang's solution](#)

599.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[YlWang's solution](#)

600.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[YlWang's solution](#)

601.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2020-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[YlWang's solution](#)

602.

41E

[3-cycles](#) · [Tutorial](#)

Quality: 2,227 global accepts · Rating: 1900 · first AC: 2020-08-06 · last AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[YlWang's solution](#)

603.

1354D

[Multiset](#) · [Tutorial](#)

Quality: 10,179 global accepts · Rating: 1900 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, data structures

[YlWang's solution](#)

604.

883I

[Photo Processing](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 1900 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: binary search, dp

[YlWang's solution](#)

605.

505C

[Mr. Kitayuta, the Treasure Hunter](#) · [Tutorial](#)

Quality: 7,306 global accepts · Rating: 1900 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, two pointers

[YlWang's solution](#)

606.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,724 global accepts · Rating: 1900 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[YlWang's solution](#)

607.

149D

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

Quality: 4,614 global accepts · Rating: 1900 · first AC: 2020-04-06 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

608.

1305D

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

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[YlWang's solution](#)

609.

1313C2

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

Quality: 7,290 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[YlWang's solution](#)

610.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, sortings

[YlWang's solution](#)

611.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,670 global accepts · Rating: 1900 · first AC: 2020-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[YlWang's solution](#)

612.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1900 · first AC: 2020-01-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[YlWang's solution](#)

613.

1214D

[Treasure Island](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1900 · first AC: 2019-09-04 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dp, flows, hashing

[YlWang's solution](#)

614.

1213E

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

Quality: 5,467 global accepts · Rating: 1900 · first AC: 2019-08-31 · last AC: 2019-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[YlWang's solution](#)

615.

1208D

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

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-25 · last AC: 2019-08-26 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation

[YlWang's solution](#)

616.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, interactive, math

[YlWang's solution](#)

617.

1206D

[Shortest Cycle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: bitmasks, graphs

[YlWang's solution](#)

618.

1205B

[Shortest Cycle](#) · [Tutorial](#)

Quality: 7,454 global accepts · Rating: 1900 · first AC: 2019-08-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

[YlWang's solution](#)

619.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[YlWang's solution](#)

620.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2019-08-12 · last AC: 2019-08-12 · GNU C++11 (first AC) · Tags: greedy, implementation

[YlWang's solution](#)

621.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: number theory, strings

[YlWang's solution](#)

622.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: brute force, strings

[YlWang's solution](#)

623.

1202D

[Print a 1337-string...](#) · [Tutorial](#)

Quality: 5,462 global accepts · Rating: 1900 · first AC: 2019-08-07 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[YlWang's solution](#)

624.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,979 global accepts · Rating: 1900 · first AC: 2019-08-07 · last AC: 2019-08-07 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

625.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,542 global accepts · Rating: 1900 · first AC: 2019-08-06 · last AC: 2019-08-06 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[YlWang's solution](#)

626.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2019-08-01 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[YlWang's solution](#)

627.

1174D

[Ehab and the Expected XOR Problem](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 1900 · first AC: 2019-07-28 · last AC: 2019-08-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms

[YlWang's solution](#)

628.

1168B

[Good Triple](#) · [Tutorial](#)

Quality: 3,811 global accepts · Rating: 1900 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: brute force, two pointers

[YlWang's solution](#)

629.

1169D

[Good Triple](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-07-31 · GNU C++11 (first AC) · Tags: brute force

[YlWang's solution](#)

630.

1183H

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

Quality: 3,644 global accepts · Rating: 1900 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: dp, strings

[YlWang's solution](#)

631.

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,068 global accepts · Rating: 1900 · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[YlWang's solution](#)

632.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2019-07-22 · last AC: 2019-07-24 · GNU C++11 (first AC) · Tags: dp, greedy, math

[YlWang's solution](#)

633.

1178E

[Archaeology](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2019-07-21 · last AC: 2019-07-22 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[YlWang's solution](#)

634.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,864 global accepts · Rating: 1900 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: graphs, trees

[YlWang's solution](#)

635.

1173D

[Nauuo and Circle](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, geometry, trees

[YlWang's solution](#)

636.

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[YlWang's solution](#)

637.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-08-25 · last AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[YlWang's solution](#)

638.

1237D

[Balanced Playlist](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 2000 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[YlWang's solution](#)

639.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[YlWang's solution](#)

640.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[YlWang's solution](#)

641.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[YlWang's solution](#)

642.

1634D

[Finding Zero](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[YlWang's solution](#)

643.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

644.

871B

[Something with XOR Queries](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, interactive

[YlWang's solution](#)

645.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[YlWang's solution](#)

646.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[YlWang's solution](#)

647.

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[YlWang's solution](#)

648.

1582E

[Pchelyonok and Segments](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[YlWang's solution](#)

649.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[YlWang's solution](#)

650.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[YlWang's solution](#)

651.

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,060 global accepts · Rating: 2000 · first AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation
[YlWang's solution](#)

652.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[YlWang's solution](#)

653.

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
[YlWang's solution](#)

654.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-14 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[YlWang's solution](#)

655.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs
[YlWang's solution](#)

656.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,071 global accepts · Rating: 2000 · first AC: 2020-10-12 · GNU C++11 (first AC) · Tags: dp
[YlWang's solution](#)

657.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[YlWang's solution](#)

658.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[YlWang's solution](#)

659.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 2000 · first AC: 2020-09-28 · last AC: 2020-09-28 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[YlWang's solution](#)

660.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: dp, math
[YlWang's solution](#)

661.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[YlWang's solution](#)

662.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[YlWang's solution](#)

663.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,006 global accepts · Rating: 2000 · first AC: 2020-07-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[YlWang's solution](#)

664.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: binary search, brute force, geometry, math

[YlWang's solution](#)

665.

1349C

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

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[YlWang's solution](#)

666.

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: constructive algorithms, dp

[YlWang's solution](#)

667.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings, strings

[YlWang's solution](#)

668.

1256E

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

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[YlWang's solution](#)

669.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: brute force, math

[YlWang's solution](#)

670.

1304E

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Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[YlWang's solution](#)

671.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-01-16 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

672.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, dp

[YlWang's solution](#)

673.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,864 global accepts · Rating: 2000 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: bitmasks, data structures

[YlWang's solution](#)

674.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, trees

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675.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[YlWang's solution](#)

676.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

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677.

1214E

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Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-04 · last AC: 2019-09-05 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[YlWang's solution](#)

678.

1204D1

[Kirk and a Binary String \(easy version\)](#) · [Tutorial](#)

Quality: 3,219 global accepts · Rating: 2000 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: brute force, greedy, strings

[YlWang's solution](#)

679.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2019-08-13 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[YlWang's solution](#)

680.

1083B

[The Fair Nut and Strings](#) · [Tutorial](#)

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: greedy, strings

[YlWang's solution](#)

681.

1084E

[The Fair Nut and Strings](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: greedy, strings

[YlWang's solution](#)

682.

1060E

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

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2018-10-04 · last AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, trees

[YlWang's solution](#)

683.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: games

[YlWang's solution](#)

684.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[YlWang's solution](#)

685.

1104D

[Game with modulo](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: binary search, interactive, math

[YlWang's solution](#)

686.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2019-08-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[YlWang's solution](#)

687.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-01 · last AC: 2019-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[YlWang's solution](#)

688.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-07-29 · last AC: 2019-07-29 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[YlWang's solution](#)

689.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-07-28 · last AC: 2019-07-28 · GNU C++11 (first AC) · Tags: dp, graphs, implementation, shortest paths

[YlWang's solution](#)

690.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-07-02 · last AC: 2019-07-02 · GNU C++11 (first AC) · Tags: brute force, implementation

[YlWang's solution](#)

691.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2018-08-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[YlWang's solution](#)

692.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[YlWang's solution](#)

693.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation

[YlWang's solution](#)

694.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[YlWang's solution](#)

695.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[YlWang's solution](#)

696.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[YlWang's solution](#)

697.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[YlWang's solution](#)

698.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[YlWang's solution](#)

699.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[YlWang's solution](#)

700.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 2100 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[YlWang's solution](#)

701.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[YlWang's solution](#)

702.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 2100 · first AC: 2021-04-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[YlWang's solution](#)

703.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[YlWang's solution](#)

704.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[YlWang's solution](#)

705.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,091 global accepts · Rating: 2100 · first AC: 2020-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[YlWang's solution](#)

706.

1392E

[Omkar and Duck](#) · [Tutorial](#)

Quality: 3,748 global accepts · Rating: 2100 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[YlWang's solution](#)

707.

1393D

[Rarity and New Dress](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 2100 · first AC: 2020-08-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths

[YlWang's solution](#)

708.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2020-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[YlWang's solution](#)

709.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 2100 · first AC: 2020-05-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search

[YlWang's solution](#)

710.

1343E

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

Quality: 5,740 global accepts · Rating: 2100 · first AC: 2020-05-03 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, shortest paths, sortings

[YlWang's solution](#)

711.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2020-04-30 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, graphs
[YlWang's solution](#)

712.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,382 global accepts · Rating: 2100 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: dp, greedy
[YlWang's solution](#)

713.

1332E

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

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

714.

1322B

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Quality: 4,640 global accepts · Rating: 2100 · first AC: 2020-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
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715.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2019-12-17 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math
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716.

665E

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Quality: 4,427 global accepts · Rating: 2100 · first AC: 2019-11-10 · last AC: 2019-11-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees
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717.

1207F

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Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-08-23 · last AC: 2019-08-23 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
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718.

1204D2

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Quality: 3,395 global accepts · Rating: 2100 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: data structures, greedy, math, strings
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719.

1023E

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720.

1187E

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Quality: 11,286 global accepts · Rating: 2100 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
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721.

1195E

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722.

1152D

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Quality: 2,579 global accepts · Rating: 2100 · first AC: 2019-07-13 · last AC: 2019-07-13 · GNU C++11 (first AC) · Tags: dp, greedy, trees

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723.

1151E

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Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-07-10 · last AC: 2019-07-11 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, math

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724.

1146D

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Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-07-10 · GNU C++11 (first AC) · Tags: dfs and similar, math, number theory

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725.

1736D

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726.

1730D

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Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings, two pointers

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727.

1656E

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Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[YlWang's solution](#)

728.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[YlWang's solution](#)

729.

1615D

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Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

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730.

901B

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731.

1586E

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732.

1580C

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733.

1556E

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734.

954I

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735.

1559E

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736.

1542D

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Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

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737.

1535E

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738.

1515E

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739.

1437E

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740.

1503C

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741.

1500B

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742.

1220E

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743.

1470D

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744.

1438D

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745.

1336C

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746.

1428E

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747.

1238E

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748.

559C

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749.

757D

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750.

1400E

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751.

165E

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752.

86D

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Quality: 16,880 global accepts · Rating: 2200 · first AC: 2020-08-29 · GNU C++11 (first AC) · Tags: data structures, implementation, math, two pointers
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753.

11D

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754.

1398E

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755.

1249F

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756.

45G

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757.

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758.

979D

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759.

1328F

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760.

1311E

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761.

981E

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1295E

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763.

617E

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764.

1246C

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Rating: 2200 · first AC: 2019-10-28 · GNU C++11 (first AC) · Tags: data structures, dp

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765.

1215E

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766.

1208E

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767.

915D

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768.

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769.

1100E

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1153E

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280C

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1156D

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1168C

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774.

1169E

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775.

1175E

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776.

1149B

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1150D

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778.

1110E

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779.

1110D

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780.

2077C

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781.

2035E

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782.

1748E

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783.

1699D

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784.

1698E

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785.

1691E

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786.

1628C

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787.

1600F

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788.

1621E

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789.

891C

[Envy](#) · [Tutorial](#)

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790.

871C

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791.

901C

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792.

1610E

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Quality: 1,924 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

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793.

1588C

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[YlWang's solution](#)

794.

1464C

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Rating: 2300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

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795.

1601C

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796.

1592D

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797.

1548D1

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798.

1553F

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799.

1536E

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800.

1528C

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801.

1451E2

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802.

1422D

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803.

1408F

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804.

1244F

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805.

1304F1

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806.

1404C

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807.

1385G

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808.

1396C

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809.

713C

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810.

675E

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811.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: geometry, sortings

[YlWang's solution](#)

812.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2020-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[YlWang's solution](#)

813.

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-08-09 · last AC: 2020-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees

[YlWang's solution](#)

814.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[YlWang's solution](#)

815.

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2020-08-12 · GNU C++11 (first AC) · Tags: math, number theory

[YlWang's solution](#)

816.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[YlWang's solution](#)

817.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2020-05-17 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[YlWang's solution](#)

818.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2020-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[YlWang's solution](#)

819.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[YlWang's solution](#)

820.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[YlWang's solution](#)

821.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,758 global accepts · Rating: 2300 · first AC: 2020-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[YlWang's solution](#)

822.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2020-01-29 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[YlWang's solution](#)

823.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[YlWang's solution](#)

824.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,500 global accepts · Rating: 2300 · first AC: 2019-09-17 · last AC: 2019-09-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[YlWang's solution](#)

825.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2019-08-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[YlWang's solution](#)

826.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2019-08-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[YlWang's solution](#)

827.

438D

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

Quality: 11,606 global accepts · Rating: 2300 · first AC: 2019-08-12 · GNU C++11 (first AC) · Tags: data structures, math

[YlWang's solution](#)

828.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, matrices, probabilities

[YlWang's solution](#)

829.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2019-07-31 · last AC: 2019-08-09 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

830.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: math, matrices, number theory, two pointers

[YlWang's solution](#)

831.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2019-05-08 · last AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[YlWang's solution](#)

832.

1736C2

[Good Subarrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[YlWang's solution](#)

833.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[YlWang's solution](#)

834.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[YlWang's solution](#)

835.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[YlWang's solution](#)

836.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[YlWang's solution](#)

837.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[YlWang's solution](#)

838.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[YlWang's solution](#)

839.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[YlWang's solution](#)

840.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

841.

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers

[YlWang's solution](#)

842.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2021-12-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[YlWang's solution](#)

843.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[YlWang's solution](#)

844.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,100 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[YlWang's solution](#)

845.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[YlWang's solution](#)

846.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[YlWang's solution](#)

847.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[YlWang's solution](#)

848.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[YlWang's solution](#)

849.

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[YlWang's solution](#)

850.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[YlWang's solution](#)

851.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[YlWang's solution](#)

852.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs

[YlWang's solution](#)

853.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[YlWang's solution](#)

854.

1290C

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

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[YlWang's solution](#)

855.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[YlWang's solution](#)

856.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2020-09-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[YlWang's solution](#)

857.

121E

[Lucky Array](#) · [Tutorial](#)

Quality: 2,059 global accepts · Rating: 2400 · first AC: 2020-09-03 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

858.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-09-03 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[YlWang's solution](#)

859.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[YlWang's solution](#)

860.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[YlWang's solution](#)

861.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[YlWang's solution](#)

862.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,963 global accepts · Rating: 2400 · first AC: 2020-08-28 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

863.

449D

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

Quality: 6,142 global accepts · Rating: 2400 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[YlWang's solution](#)

864.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[YlWang's solution](#)

865.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 2400 · first AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[YlWang's solution](#)

866.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[YlWang's solution](#)

867.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[YlWang's solution](#)

868.

1392F

[Omkar and Landslide](#) · [Tutorial](#)

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-16 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[YlWang's solution](#)

869.

915F

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

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2020-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[YlWang's solution](#)

870.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: dp, math, number theory

[YlWang's solution](#)

871.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2020-07-18 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[YlWang's solution](#)

872.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: data structures, two pointers

[YlWang's solution](#)

873.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2020-01-31 · GNU C++11 (first AC) · Tags: combinatorics, graphs, matrices

[YlWang's solution](#)

874.

1051F

[The Shortest Statement](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2019-11-07 · last AC: 2019-11-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[YlWang's solution](#)

875.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2019-10-20 · last AC: 2019-10-28 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[YlWang's solution](#)

876.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[YlWang's solution](#)

877.

1186F

[Vus the Cossack and a Graph](#) · [Tutorial](#)

Quality: 998 global accepts · Rating: 2400 · first AC: 2019-07-06 · last AC: 2019-07-06 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[YlWang's solution](#)

878.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[YlWang's solution](#)

879.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[YlWang's solution](#)

880.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 2500 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities

[YlWang's solution](#)

881.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2500 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[YlWang's solution](#)

882.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[YlWang's solution](#)

883.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[YlWang's solution](#)

884.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[YlWang's solution](#)

885.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[YlWang's solution](#)

886.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[YlWang's solution](#)

887.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[YlWang's solution](#)

888.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[YlWang's solution](#)

889.

911G

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

Quality: 3,783 global accepts · Rating: 2500 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

890.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,727 global accepts · Rating: 2500 · first AC: 2021-04-19 · last AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[YlWang's solution](#)

891.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[YlWang's solution](#)

892.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[YlWang's solution](#)

893.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[YlWang's solution](#)

894.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[YlWang's solution](#)

895.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-14 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[YlWang's solution](#)

896.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[YlWang's solution](#)

897.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[YlWang's solution](#)

898.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2020-10-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[YlWang's solution](#)

899.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[YlWang's solution](#)

900.

883D

[Packmen Strike Back](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 2500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, dp, math

[YlWang's solution](#)

901.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[YlWang's solution](#)

902.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-09-15 · last AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[YlWang's solution](#)

903.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[YlWang's solution](#)

904.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[YlWang's solution](#)

905.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

906.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[YlWang's solution](#)

907.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[YlWang's solution](#)

908.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: combinatorics, strings

[YlWang's solution](#)

909.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

[YlWang's solution](#)

910.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

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911.

645F

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Quality: 970 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[YlWang's solution](#)

912.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,019 global accepts · Rating: 2500 · first AC: 2020-08-29 · last AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[YlWang's solution](#)

913.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[YlWang's solution](#)

914.

23E

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Quality: 725 global accepts · Rating: 2500 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[YlWang's solution](#)

915.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2020-08-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[YlWang's solution](#)

916.

868F

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

Quality: 5,101 global accepts · Rating: 2500 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[YlWang's solution](#)

917.

1320D

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures, hashing, strings

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918.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[YlWang's solution](#)

919.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2020-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

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920.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2020-03-06 · last AC: 2020-03-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[YlWang's solution](#)

921.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2500 · first AC: 2020-02-25 · last AC: 2020-02-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[YlWang's solution](#)

922.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-10-23 · last AC: 2019-10-23 · GNU C++11 (first AC) · Tags: bitmasks, dp

[YlWang's solution](#)

923.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2019-08-22 · last AC: 2019-08-22 · GNU C++11 (first AC) · Tags: dp, graphs

[YlWang's solution](#)

924.

1100D

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Quality: 916 global accepts · Rating: 2500 · first AC: 2019-08-10 · last AC: 2019-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[YlWang's solution](#)

925.

1189D2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Rating: 2500 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: dfs and similar, implementation, trees

[YlWang's solution](#)

926.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

927.

150D

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Quality: 738 global accepts · Rating: 2600 · first AC: 2022-11-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[YlWang's solution](#)

928.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-09-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[YlWang's solution](#)

929.

1700F

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Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[YlWang's solution](#)

930.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[YlWang's solution](#)

931.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[YlWang's solution](#)

932.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[YlWang's solution](#)

933.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[YlWang's solution](#)

934.

633F

[The Chocolate Spree](#) · [Tutorial](#)

Quality: 1,387 global accepts · Rating: 2600 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[YlWang's solution](#)

935.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[YlWang's solution](#)

936.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[YlWang's solution](#)

937.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[YlWang's solution](#)

938.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings
[YlWang's solution](#)

939.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices, trees
[YlWang's solution](#)

940.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2600 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures
[YlWang's solution](#)

941.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[YlWang's solution](#)

942.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[YlWang's solution](#)

943.

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[YlWang's solution](#)

944.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp
[YlWang's solution](#)

945.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees
[YlWang's solution](#)

946.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2020-10-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, hashing
[YlWang's solution](#)

947.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2020-09-29 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory
[YlWang's solution](#)

948.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2600 · first AC: 2020-09-28 · last AC: 2020-09-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees
[YlWang's solution](#)

949.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,945 global accepts · Rating: 2600 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: math
[YlWang's solution](#)

950.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2020-09-04 · GNU C++11 (first AC) · Tags: dsu, graphs, shortest paths
[YlWang's solution](#)

951.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2020-09-01 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: data structures
[YlWang's solution](#)

952.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers
[YlWang's solution](#)

953.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[YlWang's solution](#)

954.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[YlWang's solution](#)

955.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: dp, graphs

[YlWang's solution](#)

956.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[YlWang's solution](#)

957.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[YlWang's solution](#)

958.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-05-03 · last AC: 2020-05-03 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[YlWang's solution](#)

959.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp

[YlWang's solution](#)

960.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2600 · first AC: 2020-03-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[YlWang's solution](#)

961.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2020-03-02 · GNU C++11 (first AC) · Tags: brute force, data structures

[YlWang's solution](#)

962.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2020-02-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, matrices

[YlWang's solution](#)

963.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-01-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[YlWang's solution](#)

964.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2019-11-09 · last AC: 2019-11-09 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[YlWang's solution](#)

965.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2019-08-03 · last AC: 2019-11-08 · GNU C++11 (first AC) · Tags: data structures, sortings

[YlWang's solution](#)

966.

896C

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

Quality: 4,442 global accepts · Rating: 2600 · first AC: 2019-11-05 · GNU C++11 (first AC) · Tags: data structures, probabilities

[YlWang's solution](#)

967.

2077E

[Another Folding Strip](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, divide and conquer, dp, greedy, math

[YlWang's solution](#)

968.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[YlWang's solution](#)

969.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-01-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[YlWang's solution](#)

970.

871D

[Paths](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: number theory, sortings

[YlWang's solution](#)

971.

901D

[Weighting a Tree](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[YlWang's solution](#)

972.

1270G

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

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[YlWang's solution](#)

973.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[YlWang's solution](#)

974.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-12-15 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[YlWang's solution](#)

975.

903G

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

Quality: 687 global accepts · Rating: 2700 · first AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, flows, graphs

[YlWang's solution](#)

976.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees

[YlWang's solution](#)

977.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[YlWang's solution](#)

978.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[YlWang's solution](#)

979.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[YlWang's solution](#)

980.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[YlWang's solution](#)

981.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[YlWang's solution](#)

982.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[YlWang's solution](#)

983.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[YlWang's solution](#)

984.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[YlWang's solution](#)

985.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: binary search, data structures

[YlWang's solution](#)

986.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: flows, math

[YlWang's solution](#)

987.

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[YlWang's solution](#)

988.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-10-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[YlWang's solution](#)

989.

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2020-10-20 · last AC: 2020-10-20 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[YlWang's solution](#)

990.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2020-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[YlWang's solution](#)

991.

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings

[YlWang's solution](#)

992.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2020-10-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[YlWang's solution](#)

993.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[YlWang's solution](#)

994.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2020-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YlWang's solution](#)

995.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[YlWang's solution](#)

996.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2700 · first AC: 2020-09-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[YlWang's solution](#)

997.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[YlWang's solution](#)

998.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[YlWang's solution](#)

999.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[YlWang's solution](#)

1000.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: binary search, implementation, math

[YlWang's solution](#)

1001.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[YlWang's solution](#)

1002.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[YlWang's solution](#)

1003.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-07-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[YlWang's solution](#)

1004.

1698F

[Equal Reversal](#) · [Tutorial](#)

Quality: 757 global accepts · Rating: 2800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[YlWang's solution](#)

1005.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[YlWang's solution](#)**1006.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, fft, math

[YlWang's solution](#)**1007.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[YlWang's solution](#)**1008.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[YlWang's solution](#)**1009.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[YlWang's solution](#)**1010.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees

[YlWang's solution](#)**1011.**

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[YlWang's solution](#)**1012.**

1615F

[LEGondary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[YlWang's solution](#)**1013.**

685E

[Travelling Through the Snow Queen's Kingdom](#) · [Tutorial](#)

Quality: 611 global accepts · Rating: 2800 · first AC: 2021-12-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, graphs

[YlWang's solution](#)**1014.**

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

[YlWang's solution](#)

1015.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[YlWang's solution](#)**1016.**

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[YlWang's solution](#)**1017.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, shortest paths

[YlWang's solution](#)**1018.**

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[YlWang's solution](#)**1019.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[YlWang's solution](#)**1020.**

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[YlWang's solution](#)**1021.**

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · last AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[YlWang's solution](#)**1022.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[YlWang's solution](#)**1023.**

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[YlWang's solution](#)**1024.**

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[YlWang's solution](#)

1025.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[YlWang's solution](#)

1026.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2020-12-01 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

1027.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-09-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[YlWang's solution](#)

1028.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-20 · last AC: 2020-09-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation

[YlWang's solution](#)

1029.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp

[YlWang's solution](#)

1030.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[YlWang's solution](#)

1031.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2800 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[YlWang's solution](#)

1032.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2020-08-19 · GNU C++11 (first AC) · Tags: dp

[YlWang's solution](#)

1033.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, trees

[YlWang's solution](#)

1034.

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, probabilities

[YlWang's solution](#)

1035.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[YlWang's solution](#)

1036.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-07-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[YlWang's solution](#)

1037.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths

[YlWang's solution](#)

1038.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2020-05-13 · last AC: 2020-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[YlWang's solution](#)

1039.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[YlWang's solution](#)

1040.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[YlWang's solution](#)

1041.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[YlWang's solution](#)

1042.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1043.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[YlWang's solution](#)

1044.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[YlWang's solution](#)

1045.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: flows

[YlWang's solution](#)

1046.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[YlWang's solution](#)

1047.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[YlWang's solution](#)

1048.

871E

[Restore the Tree](#) · [Tutorial](#)

Quality: 173 global accepts · Rating: 2900 · first AC: 2021-12-21 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, trees

[YlWang's solution](#)

1049.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[YlWang's solution](#)

1050.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[YlWang's solution](#)

1051.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[YlWang's solution](#)

1052.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2021-11-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[YlWang's solution](#)

1053.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp

[YlWang's solution](#)

1054.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[YlWang's solution](#)

1055.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[YlWang's solution](#)

1056.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math,

shortest paths

[YlWang's solution](#)

1057.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[YlWang's solution](#)

1058.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[YlWang's solution](#)

1059.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2020-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[YlWang's solution](#)

1060.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[YlWang's solution](#)

1061.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2020-05-05 · GNU C++11 (first AC) · Tags: strings

[YlWang's solution](#)

1062.

932G

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

Quality: 1,183 global accepts · Rating: 2900 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[YlWang's solution](#)

1063.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2019-07-31 · last AC: 2019-07-31 · GNU C++11 (first AC) · Tags: greedy, number theory, probabilities

[YlWang's solution](#)

1064.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers

[YlWang's solution](#)

1065.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2022-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[YlWang's solution](#)

1066.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy

[YlWang's solution](#)

1067.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[YlWang's solution](#)

1068.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs

[YlWang's solution](#)

1069.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[YlWang's solution](#)

1070.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-12-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, matrices

[YlWang's solution](#)

1071.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-12-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, shortest paths, strings

[YlWang's solution](#)

1072.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[YlWang's solution](#)

1073.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[YlWang's solution](#)

1074.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[YlWang's solution](#)

1075.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[YlWang's solution](#)

1076.

1586G

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

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[YlWang's solution](#)

1077.

1583G

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

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[YlWang's solution](#)

1078.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[YlWang's solution](#)

1079.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[YlWang's solution](#)

1080.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[YlWang's solution](#)

1081.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[YlWang's solution](#)

1082.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-09-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[YlWang's solution](#)

1083.

319E

[Ping-Pong](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[YlWang's solution](#)

1084.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[YlWang's solution](#)

1085.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[YlWang's solution](#)

1086.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[YlWang's solution](#)

1087.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[YlWang's solution](#)

1088.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[YlWang's solution](#)

1089.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[YlWang's solution](#)

1090.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[YlWang's solution](#)

1091.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-14 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[YlWang's solution](#)

1092.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2020-10-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[YlWang's solution](#)

1093.

1163F

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

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2020-09-26 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[YlWang's solution](#)

1094.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2020-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[YlWang's solution](#)

1095.

771E

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

Quality: 621 global accepts · Rating: 3000 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: dp, greedy

[YlWang's solution](#)

1096.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 3000 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[YlWang's solution](#)

1097.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2020-03-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[YlWang's solution](#)

1098.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: dp

[YlWang's solution](#)

1099.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings

[YlWang's solution](#)

1100.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,228 global accepts · Rating: 3100 · first AC: 2022-01-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[YlWang's solution](#)

1101.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[YlWang's solution](#)

1102.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: games, trees

[YlWang's solution](#)

1103.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[YlWang's solution](#)

1104.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[YlWang's solution](#)

1105.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[YlWang's solution](#)

1106.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[YlWang's solution](#)

1107.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-09-06 · last AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive

[YlWang's solution](#)

1108.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1109.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[YlWang's solution](#)

1110.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2020-09-03 · last AC: 2020-09-03 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

1111.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

1112.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-06-18 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[YlWang's solution](#)

1113.

1089B

[Bimatching](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3200 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[YlWang's solution](#)

1114.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[YlWang's solution](#)

1115.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, graphs, math

[YlWang's solution](#)

1116.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[YlWang's solution](#)

1117.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[YlWang's solution](#)

1118.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[YlWang's solution](#)

1119.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: matrices

[YlWang's solution](#)

1120.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1121.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[YlWang's solution](#)

1122.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[YlWang's solution](#)

1123.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 3200 · first AC: 2021-05-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[YlWang's solution](#)

1124.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[YlWang's solution](#)

1125.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[YlWang's solution](#)

1126.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2021-04-24 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[YlWang's solution](#)

1127.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2020-08-10 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[YlWang's solution](#)

1128.

1737F

[Ela and Prime GCD](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: 3300 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[YlWang's solution](#)

1129.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-09-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, string suffix structures

[YlWang's solution](#)

1130.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[YlWang's solution](#)

1131.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[YlWang's solution](#)

1132.

1188E

[Problem from Red Panda](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3300 · first AC: 2022-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[YlWang's solution](#)

1133.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-12-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[YlWang's solution](#)

1134.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2021-12-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1135.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[YlWang's solution](#)

1136.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[YlWang's solution](#)

1137.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1138.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[YlWang's solution](#)

1139.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[YlWang's solution](#)

1140.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[YlWang's solution](#)

1141.

1517G

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

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[YlWang's solution](#)

1142.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2020-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, trees

[YlWang's solution](#)

1143.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing

[YlWang's solution](#)

1144.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[YlWang's solution](#)

1145.

1060G

[Balls and Pockets](#) · [Tutorial](#)

Quality: 259 global accepts · Rating: 3400 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YlWang's solution](#)

1146.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[YlWang's solution](#)

1147.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings

[YlWang's solution](#)

1148.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2022-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[YlWang's solution](#)

1149.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[YlWang's solution](#)

1150.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, trees

[YlWang's solution](#)

1151.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[YlWang's solution](#)

1152.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[YlWang's solution](#)

1153.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[YlWang's solution](#)

1154.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2020-12-28 · last AC: 2020-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[YlWang's solution](#)

1155.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2020-12-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[YlWang's solution](#)

1156.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-11-14 · GNU C++11 (first AC) · Tags: data structures

[YlWang's solution](#)

1157.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2020-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[YlWang's solution](#)

1158.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2020-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[YlWang's solution](#)

1159.

104869H

[Line Graph Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1160.

104787K

[Make SYSU Great Again II](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1161.

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1162.

104787B

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

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1163.

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1164.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1165.

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1166.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1167.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1168.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-03 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1169.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1170.

104869B

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

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1171.

104869I

[Three Rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1172.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1173.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1174.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1175.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1176.

104757C

[Convex Hull Extension](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1177.

104757L

[A \(Fast\) Walk in the Woods](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1178.

104757H

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

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1179.

104757G

[Forest for the Trees](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1180.

104757I

[ISBN Conversion](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1181.

104757E

[Prof.~Fumblemore and the Collatz Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1182.

104757K

[Split Decisions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1183.

104757B

[B Road Band](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1184.

104757F

[Double Up](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1185.

104757D

[Cornhusker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1186.

104757A

[A Pivotal Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[YlWang's solution](#)

1187.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[YlWang's solution](#)

1188.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[YlWang's solution](#)

1189.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[YlWang's solution](#)

1190.

102201J

[Jealous Teachers](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —

[YlWang's solution](#)

1191.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[YlWang's solution](#)

1192.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: *special, implementation

[YlWang's solution](#)

1193.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: *special, math, number theory

[YlWang's solution](#)

1194.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: *special, bitmasks

[YlWang's solution](#)

1195.

1145B

[Kanban Numbers](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: — · first AC: 2019-07-28 · GNU C++11 (first AC) · Tags: *special, brute force

[YlWang's solution](#)