

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — YaoBIG

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

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

Filters: none

Count: 1,074

- 1.**
1912L
[LOL Lovers](#) · [Tutorial](#)
Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: strings
[YaoBIG's solution](#)
- 2.**
1821A
[Matching](#) · [Tutorial](#)
Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[YaoBIG's solution](#)
- 3.**
1776A
[Walking Boy](#) · [Tutorial](#)
Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[YaoBIG's solution](#)
- 4.**
1777A
[Everybody Likes Good Arrays!](#) · [Tutorial](#)
Quality: 43,997 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[YaoBIG's solution](#)
- 5.**
1773F
[Football](#) · [Tutorial](#)
Quality: 4,781 global accepts · Rating: 800 · first AC: 2022-12-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[YaoBIG's solution](#)
- 6.**
1765B
[Broken Keyboard](#) · [Tutorial](#)
Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[YaoBIG's solution](#)
- 7.**
1699A
[The Third Three Number Problem](#) · [Tutorial](#)
Quality: 24,779 global accepts · Rating: 800 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[YaoBIG's solution](#)
- 8.**
1656A
[Good Pairs](#) · [Tutorial](#)
Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[YaoBIG's solution](#)
- 9.**
1654B
[Prefix Removals](#) · [Tutorial](#)
Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings
[YaoBIG's solution](#)

10.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[YaoBIG's solution](#)

11.

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

[YaoBIG's solution](#)

12.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

13.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YaoBIG's solution](#)

14.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[YaoBIG's solution](#)

15.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[YaoBIG's solution](#)

16.

1250F

[Data Center](#) · [Tutorial](#)

Quality: 8,384 global accepts · Rating: 800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[YaoBIG's solution](#)

17.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[YaoBIG's solution](#)

18.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,632 global accepts · Rating: 800 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YaoBIG's solution](#)

19.

1080A

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

Quality: 19,175 global accepts · Rating: 800 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[YaoBIG's solution](#)

20.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 800 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YaoBIG's solution](#)

21.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,279 global accepts · Rating: 800 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: implementation, math

[YaoBIG's solution](#)

22.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[YaoBIG's solution](#)

23.

1699B

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

Quality: 21,692 global accepts · Rating: 900 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, matrices

[YaoBIG's solution](#)

24.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[YaoBIG's solution](#)

25.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[YaoBIG's solution](#)

26.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

27.

1107A

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

Quality: 12,772 global accepts · Rating: 900 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: greedy, strings

[YaoBIG's solution](#)

28.

1080B

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

Quality: 12,640 global accepts · Rating: 900 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: math

[YaoBIG's solution](#)

29.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

30.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,736 global accepts · Rating: 900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: number theory

[YaoBIG's solution](#)

31.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[YaoBIG's solution](#)

32.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[YaoBIG's solution](#)

33.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: math, number theory

[YaoBIG's solution](#)

34.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,703 global accepts · Rating: 1000 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, math

[YaoBIG's solution](#)

35.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,355 global accepts · Rating: 1000 · first AC: 2017-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[YaoBIG's solution](#)

36.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,546 global accepts · Rating: 1000 · first AC: 2017-03-16 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[YaoBIG's solution](#)

37.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-03-13 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[YaoBIG's solution](#)

38.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,323 global accepts · Rating: 1100 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[YaoBIG's solution](#)

39.

1656B

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

Quality: 26,803 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, two pointers

[YaoBIG's solution](#)

40.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[YaoBIG's solution](#)

41.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[YaoBIG's solution](#)

- 42.**
1609B
[William the Vigilant](#) · [Tutorial](#)
Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[YaoBIG's solution](#)
- 43.**
1610B
[Kalindrome Array](#) · [Tutorial](#)
Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[YaoBIG's solution](#)
- 44.**
779B
[Weird Rounding](#) · [Tutorial](#)
Quality: 10,709 global accepts · Rating: 1100 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: brute force, greedy
[YaoBIG's solution](#)
- 45.**
767A
[Snacktower](#) · [Tutorial](#)
Quality: 22,691 global accepts · Rating: 1100 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: data structures, implementation
[YaoBIG's solution](#)
- 46.**
1578E
[Easy Scheduling](#) · [Tutorial](#)
Quality: 4,134 global accepts · Rating: 1200 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[YaoBIG's solution](#)
- 47.**
1656C
[Make Equal With Mod](#) · [Tutorial](#)
Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings
[YaoBIG's solution](#)
- 48.**
1641A
[Great Sequence](#) · [Tutorial](#)
Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[YaoBIG's solution](#)
- 49.**
1637C
[Andrew and Stones](#) · [Tutorial](#)
Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[YaoBIG's solution](#)
- 50.**
1608B
[Build the Permutation](#) · [Tutorial](#)
Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[YaoBIG's solution](#)
- 51.**
489B
[BerSU Ball](#) · [Tutorial](#)
Quality: 56,735 global accepts · Rating: 1200 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[YaoBIG's solution](#)
- 52.**
1510K
[King's Task](#) · [Tutorial](#)
Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, implementation

[YaoBIG's solution](#)

53.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: implementation, math

[YaoBIG's solution](#)

54.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

55.

779C

[Dishonest Sellers](#) · [Tutorial](#)

Quality: 12,774 global accepts · Rating: 1200 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings

[YaoBIG's solution](#)

56.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2023-04-20 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings

[YaoBIG's solution](#)

57.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: two pointers

[YaoBIG's solution](#)

58.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[YaoBIG's solution](#)

59.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-02-12 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[YaoBIG's solution](#)

60.

1096B

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

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: combinatorics, math, strings

[YaoBIG's solution](#)

61.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,307 global accepts · Rating: 1300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation

[YaoBIG's solution](#)

62.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-03-13 · GNU C++ (first AC) · Tags: data structures, dp, greedy, sortings

[YaoBIG's solution](#)

63.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[YaoBIG's solution](#)

64.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[YaoBIG's solution](#)

65.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[YaoBIG's solution](#)

66.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[YaoBIG's solution](#)

67.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[YaoBIG's solution](#)

68.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[YaoBIG's solution](#)

69.

1250A

[Berstagram](#) · [Tutorial](#)

Quality: 4,416 global accepts · Rating: 1400 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YaoBIG's solution](#)

70.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,642 global accepts · Rating: 1400 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings

[YaoBIG's solution](#)

71.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[YaoBIG's solution](#)

72.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[YaoBIG's solution](#)

73.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[YaoBIG's solution](#)

74.

1179A

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

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[YaoBIG's solution](#)

75.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[YaoBIG's solution](#)

76.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[YaoBIG's solution](#)

77.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[YaoBIG's solution](#)

78.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[YaoBIG's solution](#)

79.

1404A

[Balanced Bitstring](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[YaoBIG's solution](#)

80.

1250H

[Happy Birthday](#) · [Tutorial](#)

Quality: 4,290 global accepts · Rating: 1500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[YaoBIG's solution](#)

81.

1250L

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

Quality: 4,690 global accepts · Rating: 1500 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[YaoBIG's solution](#)

82.

1242A

[Tile Painting](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[YaoBIG's solution](#)

83.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[YaoBIG's solution](#)

84.

1080C

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

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

[YaoBIG's solution](#)

85.

1062B

[Math](#) · [Tutorial](#)

Quality: 9,891 global accepts · Rating: 1500 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[YaoBIG's solution](#)

86.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-08-30 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[YaoBIG's solution](#)

87.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-03-13 · last AC: 2022-01-01 · GNU C++ (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[YaoBIG's solution](#)

88.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,194 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[YaoBIG's solution](#)

89.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[YaoBIG's solution](#)

90.

1610C

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

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[YaoBIG's solution](#)

91.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: greedy, hashing, strings

[YaoBIG's solution](#)

92.

1137A

[Skyscrapers](#) · [Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2019-03-08 · GNU C++11 (first AC) · Tags: implementation, sortings

[YaoBIG's solution](#)

93.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1600 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: brute force, geometry

[YaoBIG's solution](#)

94.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: greedy

[YaoBIG's solution](#)

95.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy, sortings

[YaoBIG's solution](#)

96.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1600 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: greedy

[YaoBIG's solution](#)

97.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[YaoBIG's solution](#)

98.

1835A

[k-th equality](#) · [Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[YaoBIG's solution](#)

99.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[YaoBIG's solution](#)

100.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[YaoBIG's solution](#)

101.

1765D

[Watch the Videos](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1700 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, two pointers

[YaoBIG's solution](#)

102.

1699C

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

Quality: 10,721 global accepts · Rating: 1700 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[YaoBIG's solution](#)

103.

1578H

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

Quality: 2,169 global accepts · Rating: 1700 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[YaoBIG's solution](#)

104.

1383A

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

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[YaoBIG's solution](#)

105.

1628B

[Peculiar Movie Preferences](#) · [Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[YaoBIG's solution](#)

106.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[YaoBIG's solution](#)

107.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[YaoBIG's solution](#)

108.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[YaoBIG's solution](#)

109.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search

[YaoBIG's solution](#)

110.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[YaoBIG's solution](#)

111.

20A

[BerOS file system](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1700 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[YaoBIG's solution](#)

112.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[YaoBIG's solution](#)

113.

1114C

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

Quality: 7,888 global accepts · Rating: 1700 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: brute force, implementation, math, number theory

[YaoBIG's solution](#)

114.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, math, number theory

[YaoBIG's solution](#)

115.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

116.

779D

[String Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-17 · GNU C++ (first AC) · Tags: binary search, strings

[YaoBIG's solution](#)

117.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-03-16 · GNU C++ (first AC) · Tags: brute force, dp, greedy, strings

[YaoBIG's solution](#)

118.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[YaoBIG's solution](#)

119.

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,592 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

120.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-02 · last AC: 2022-04-18 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[YaoBIG's solution](#)

121.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

122.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[YaoBIG's solution](#)

123.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[YaoBIG's solution](#)

124.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-02-12 · last AC: 2022-01-31 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[YaoBIG's solution](#)

125.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[YaoBIG's solution](#)

126.

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-12-03 · last AC: 2022-01-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[YaoBIG's solution](#)

127.

779E

[Bitwise Formula](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-23 · last AC: 2022-01-02 · GNU C++ (first AC) · Tags: data structures, expression parsing, greedy

[YaoBIG's solution](#)

128.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,250 global accepts · Rating: 1800 · first AC: 2017-03-13 · last AC: 2022-01-02 · GNU C++ (first AC) · Tags: binary search, greedy, implementation, strings

[YaoBIG's solution](#)

129.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[YaoBIG's solution](#)

130.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[YaoBIG's solution](#)

131.

1394A

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

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[YaoBIG's solution](#)

132.

1250J

[The Parade](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[YaoBIG's solution](#)

133.

1250B

[The Feast and the Bus](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[YaoBIG's solution](#)

134.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[YaoBIG's solution](#)

135.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[YaoBIG's solution](#)

136.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: greedy, implementation

[YaoBIG's solution](#)

137.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: number theory

[YaoBIG's solution](#)

138.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,398 global accepts · Rating: 1800 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

139.

1053A

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

Rating: 1800 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: geometry

[YaoBIG's solution](#)

140.

1082D

[Maximum Diameter Graph](#) · [Tutorial](#)

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[YaoBIG's solution](#)

141.

1064D

[Labyrinth](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[YaoBIG's solution](#)

142.

1062D

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

Quality: 4,170 global accepts · Rating: 1800 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, math

[YaoBIG's solution](#)

143.

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: math

[YaoBIG's solution](#)

144.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[YaoBIG's solution](#)

145.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[YaoBIG's solution](#)

146.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[YaoBIG's solution](#)

147.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

148.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[YaoBIG's solution](#)

149.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[YaoBIG's solution](#)

150.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[YaoBIG's solution](#)

151.

1648C

[Tyler and Strings](#) · [Tutorial](#)

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[YaoBIG's solution](#)

152.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[YaoBIG's solution](#)

153.

1071B

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-12-07 · last AC: 2022-01-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, hashing

[YaoBIG's solution](#)

154.

1079D

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

Rating: 1900 · first AC: 2018-11-19 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: geometry, implementation

[YaoBIG's solution](#)

155.

5C

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

Quality: 18,068 global accepts · Rating: 1900 · first AC: 2016-04-17 · last AC: 2022-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[YaoBIG's solution](#)

156.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[YaoBIG's solution](#)

157.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, trees

[YaoBIG's solution](#)

158.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[YaoBIG's solution](#)

159.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[YaoBIG's solution](#)

160.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

161.

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

162.

1054D

[Changing Array](#) · [Tutorial](#)

Quality: 2,415 global accepts · Rating: 1900 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: greedy, implementation

[YaoBIG's solution](#)

163.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[YaoBIG's solution](#)

164.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[YaoBIG's solution](#)

165.

1033D

[Divisors](#) · [Tutorial](#)

Quality: 2,611 global accepts · Rating: 2000 · first AC: 2019-03-18 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[YaoBIG's solution](#)

166.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,722 global accepts · Rating: 2000 · first AC: 2018-12-31 · last AC: 2022-01-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers

[YaoBIG's solution](#)

167.

1080D

[Olya and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · last AC: 2022-01-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math

[YaoBIG's solution](#)

168.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2018-11-18 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[YaoBIG's solution](#)

169.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-03-13 · last AC: 2022-01-02 · GNU C++ (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[YaoBIG's solution](#)

170.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-03-03 · last AC: 2022-01-01 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, trees

[YaoBIG's solution](#)

171.

1616D

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

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[YaoBIG's solution](#)

172.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[YaoBIG's solution](#)

173.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[YaoBIG's solution](#)

174.

1142B

[Lynyrd Skynyrd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[YaoBIG's solution](#)

175.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar,

dp, geometry, greedy, trees

[YaoBIG's solution](#)

176.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,385 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[YaoBIG's solution](#)

177.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,865 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

178.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[YaoBIG's solution](#)

179.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[YaoBIG's solution](#)

180.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[YaoBIG's solution](#)

181.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,215 global accepts · Rating: 2000 · first AC: 2020-01-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[YaoBIG's solution](#)

182.

1250N

[Wires](#) · [Tutorial](#)

Quality: 1,766 global accepts · Rating: 2000 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy

[YaoBIG's solution](#)

183.

20B

[Equation](#) · [Tutorial](#)

Quality: 4,803 global accepts · Rating: 2000 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: math

[YaoBIG's solution](#)

184.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2019-11-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YaoBIG's solution](#)

185.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: *special, dfs and similar, hashing, strings

[YaoBIG's solution](#)

186.

258C

[Little Elephant and LCM](#) · [Tutorial](#)

Quality: 1,986 global accepts · Rating: 2000 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[YaoBIG's solution](#)

187.

1053B

[Vasya and Good Sequences](#) · [Tutorial](#)

Rating: 2000 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[YaoBIG's solution](#)

188.

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[YaoBIG's solution](#)

189.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings

[YaoBIG's solution](#)

190.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2000 · first AC: 2017-03-16 · GNU C++ (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[YaoBIG's solution](#)

191.

1912B

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

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[YaoBIG's solution](#)

192.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[YaoBIG's solution](#)

193.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[YaoBIG's solution](#)

194.

231E

[Cactus](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2019-03-01 · last AC: 2022-10-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[YaoBIG's solution](#)

195.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-18 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[YaoBIG's solution](#)

196.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[YaoBIG's solution](#)

197.

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2019-11-25 · last AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[YaoBIG's solution](#)

198.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[YaoBIG's solution](#)

199.

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2019-03-02 · last AC: 2022-02-04 · GNU C++11 (first AC) · Tags: brute force, greedy

[YaoBIG's solution](#)

200.

400E

[Inna and Binary Logic](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2100 · first AC: 2019-03-01 · last AC: 2022-02-03 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[YaoBIG's solution](#)

201.

336D

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

Quality: 1,213 global accepts · Rating: 2100 · first AC: 2019-02-25 · last AC: 2022-02-02 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[YaoBIG's solution](#)

202.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[YaoBIG's solution](#)

203.

463E

[Caixa and Tree](#) · [Tutorial](#)

Quality: 1,742 global accepts · Rating: 2100 · first AC: 2018-12-28 · last AC: 2022-01-18 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math, number theory, trees

[YaoBIG's solution](#)

204.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Rating: 2100 · first AC: 2018-11-19 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: dp, math

[YaoBIG's solution](#)

205.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[YaoBIG's solution](#)

206.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2017-03-16 · last AC: 2022-01-02 · GNU C++ (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[YaoBIG's solution](#)

207.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-03-03 · last AC: 2022-01-01 · GNU C++ (first AC) · Tags: brute force, greedy

[YaoBIG's solution](#)

208.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[YaoBIG's solution](#)

209.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · last AC: 2021-04-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[YaoBIG's solution](#)

210.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

211.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-03-03 · last AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[YaoBIG's solution](#)

212.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2018-11-22 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: dfs and similar, number theory, trees

[YaoBIG's solution](#)

213.

414C

[Mashmokh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2018-11-18 · last AC: 2021-02-06 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer

[YaoBIG's solution](#)

214.

1409F

[Subsequences of Length Two](#) · [Tutorial](#)

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-16 · last AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[YaoBIG's solution](#)

215.

1250C

[Trip to Saint Petersburg](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2100 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YaoBIG's solution](#)

216.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2019-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[YaoBIG's solution](#)

217.

496E

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

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[YaoBIG's solution](#)

218.

546E

[Soldier and Traveling](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2100 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, math

[YaoBIG's solution](#)

219.

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[YaoBIG's solution](#)

220.

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2019-04-23 · GNU C++11 (first AC) · Tags: dfs and similar, math, number theory

[YaoBIG's solution](#)

221.

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2019-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, math, trees

[YaoBIG's solution](#)

222.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2018-11-18 · last AC: 2019-01-24 · GNU C++11 (first AC) · Tags: dp, geometry

[YaoBIG's solution](#)

223.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,089 global accepts · Rating: 2100 · first AC: 2019-01-09 · GNU C++11 (first AC) · Tags: dp, graphs

[YaoBIG's solution](#)

224.

540E

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

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2018-12-25 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[YaoBIG's solution](#)

225.

551D

[GukiZ and Binary Operations](#) · [Tutorial](#)

Quality: 2,110 global accepts · Rating: 2100 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: combinatorics, implementation, math, matrices, number theory

[YaoBIG's solution](#)

226.

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2018-12-22 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[YaoBIG's solution](#)

227.

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: data structures, dp, math

[YaoBIG's solution](#)

228.

520D

[Cubes](#) · [Tutorial](#)

Quality: 1,668 global accepts · Rating: 2100 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[YaoBIG's solution](#)

229.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: flows, graph matchings, number theory

[YaoBIG's solution](#)

230.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-11-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[YaoBIG's solution](#)

231.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2018-11-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[YaoBIG's solution](#)

232.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-03-03 · GNU C++ (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[YaoBIG's solution](#)

233.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[YaoBIG's solution](#)

234.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[YaoBIG's solution](#)

235.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[YaoBIG's solution](#)

236.

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[YaoBIG's solution](#)

237.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[YaoBIG's solution](#)

238.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

[YaoBIG's solution](#)

239.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[YaoBIG's solution](#)

240.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2020-09-15 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[YaoBIG's solution](#)

241.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[YaoBIG's solution](#)

242.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2022-03-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[YaoBIG's solution](#)

243.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[YaoBIG's solution](#)

244.

353E

[Antichain](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2200 · first AC: 2020-02-18 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings, greedy

[YaoBIG's solution](#)

245.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2019-10-20 · last AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, shortest paths

[YaoBIG's solution](#)

246.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data

structures, dsu, greedy, sortings

[YaoBIG's solution](#)

247.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-29 · last AC: 2022-02-09 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[YaoBIG's solution](#)

248.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[YaoBIG's solution](#)

249.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2019-01-14 · last AC: 2022-01-26 · GNU C++11 (first AC) · Tags: greedy, implementation, math, ternary search

[YaoBIG's solution](#)

250.

337E

[Divisor Tree](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2200 · first AC: 2019-01-11 · last AC: 2022-01-24 · GNU C++11 (first AC) · Tags: brute force, number theory, trees

[YaoBIG's solution](#)

251.

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2019-01-08 · last AC: 2022-01-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[YaoBIG's solution](#)

252.

508E

[Arthur and Brackets](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2018-12-18 · last AC: 2022-01-16 · GNU C++11 (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

253.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[YaoBIG's solution](#)

254.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[YaoBIG's solution](#)

255.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[YaoBIG's solution](#)

256.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[YaoBIG's solution](#)

257.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[YaoBIG's solution](#)

258.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[YaoBIG's solution](#)

259.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, geometry

[YaoBIG's solution](#)

260.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[YaoBIG's solution](#)

261.

476E

[Dreamoon and Strings](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[YaoBIG's solution](#)

262.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2019-10-18 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[YaoBIG's solution](#)

263.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2200 · first AC: 2018-11-18 · last AC: 2019-10-17 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[YaoBIG's solution](#)

264.

509D

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

Quality: 815 global accepts · Rating: 2200 · first AC: 2019-06-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[YaoBIG's solution](#)

265.

1034B

[Little C Loves 3 II](#) · [Tutorial](#)

Quality: 2,290 global accepts · Rating: 2200 · first AC: 2019-04-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, flows, graph matchings

[YaoBIG's solution](#)

266.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[YaoBIG's solution](#)

267.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-11 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[YaoBIG's solution](#)

268.

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2019-01-15 · GNU C++11 (first AC) · Tags: bitmasks, dp, games

[YaoBIG's solution](#)

269.

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs

[YaoBIG's solution](#)

270.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-01-05 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities

[YaoBIG's solution](#)

271.

369E

[Valera and Queries](#) · [Tutorial](#)

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: binary search, data structures

[YaoBIG's solution](#)

272.

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2018-12-28 · GNU C++11 (first AC) · Tags: bitmasks, greedy

[YaoBIG's solution](#)

273.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2018-12-18 · GNU C++11 (first AC) · Tags: implementation, math, probabilities, trees

[YaoBIG's solution](#)

274.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, hashing, math

[YaoBIG's solution](#)

275.

1912J

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

Quality: 730 global accepts · Rating: 2300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: —

[YaoBIG's solution](#)

276.

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2018-12-24 · last AC: 2023-05-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[YaoBIG's solution](#)

277.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-05-01 · last AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices

[YaoBIG's solution](#)

278.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, trees

[YaoBIG's solution](#)

279.

772C

[Vulnerable Kerbals](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2300 · first AC: 2019-01-09 · last AC: 2022-10-20 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, math, number theory

[YaoBIG's solution](#)

280.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2019-01-17 · last AC: 2022-09-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[YaoBIG's solution](#)

281.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[YaoBIG's solution](#)

282.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[YaoBIG's solution](#)

283.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2019-10-18 · last AC: 2022-06-01 · GNU C++11 (first AC) · Tags: flows

[YaoBIG's solution](#)

284.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-06 · last AC: 2022-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[YaoBIG's solution](#)

285.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-08-30 · last AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[YaoBIG's solution](#)

286.

1394B

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

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-12 · last AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[YaoBIG's solution](#)

287.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[YaoBIG's solution](#)

288.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[YaoBIG's solution](#)

289.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2020-01-23 · last AC: 2022-03-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[YaoBIG's solution](#)

290.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2019-12-18 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[YaoBIG's solution](#)

291.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2019-10-26 · last AC: 2022-03-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[YaoBIG's solution](#)

292.

277B

[Set of Points](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2300 · first AC: 2019-03-02 · last AC: 2022-02-04 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry

[YaoBIG's solution](#)

293.

429C

[Guess the Tree](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2300 · first AC: 2019-03-02 · last AC: 2022-02-04 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, trees

[YaoBIG's solution](#)

294.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2019-02-18 · last AC: 2022-02-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[YaoBIG's solution](#)

295.

425C

[Sereja and Two Sequences](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2300 · first AC: 2019-02-18 · last AC: 2022-02-01 · GNU C++11 (first AC) · Tags: data structures, dp

[YaoBIG's solution](#)

296.

878B

[Teams Formation](#) · [Tutorial](#)

Quality: 1,119 global accepts · Rating: 2300 · first AC: 2019-01-14 · last AC: 2022-01-26 · GNU C++11 (first AC) · Tags: data structures, implementation

[YaoBIG's solution](#)

297.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[YaoBIG's solution](#)

298.

444B

[DZY Loves FFT](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2300 · first AC: 2019-01-10 · last AC: 2022-01-22 · GNU C++11 (first AC) · Tags: probabilities

[YaoBIG's solution](#)

299.

405E

[Graph Cutting](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2300 · first AC: 2019-01-01 · last AC: 2022-01-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[YaoBIG's solution](#)

300.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2018-12-31 · last AC: 2022-01-19 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[YaoBIG's solution](#)

301.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2018-12-23 · last AC: 2022-01-17 · GNU C++11 (first AC) · Tags: math, number theory, probabilities

[YaoBIG's solution](#)

302.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,491 global accepts · Rating: 2300 · first AC: 2018-12-22 · last AC: 2022-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[YaoBIG's solution](#)

303.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2018-11-21 · last AC: 2022-01-10 · GNU C++11 (first AC) · Tags: dp, sortings

[YaoBIG's solution](#)

304.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[YaoBIG's solution](#)

305.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[YaoBIG's solution](#)

306.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[YaoBIG's solution](#)

307.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[YaoBIG's solution](#)

308.

677E

[Vanya and Balloons](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2300 · first AC: 2020-02-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, implementation

[YaoBIG's solution](#)

309.

509F

[Progress Monitoring](#) · [Tutorial](#)

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[YaoBIG's solution](#)

310.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2020-01-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[YaoBIG's solution](#)

311.

515E

[Drazil and Park](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YaoBIG's solution](#)

312.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[YaoBIG's solution](#)

313.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[YaoBIG's solution](#)

314.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[YaoBIG's solution](#)

315.

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2019-10-16 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[YaoBIG's solution](#)

316.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-16 · last AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[YaoBIG's solution](#)

317.

629E

[Famil Door and Roads](#) · [Tutorial](#)

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2019-06-13 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[YaoBIG's solution](#)

318.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[YaoBIG's solution](#)

319.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2300 · first AC: 2019-04-28 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[YaoBIG's solution](#)

320.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2019-03-28 · GNU C++11 (first AC) · Tags: binary search, data structures, trees

[YaoBIG's solution](#)

321.

870E

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

Quality: 1,316 global accepts · Rating: 2300 · first AC: 2019-03-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[YaoBIG's solution](#)

322.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[YaoBIG's solution](#)

323.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: dp, greedy, number theory

[YaoBIG's solution](#)

324.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2018-12-02 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[YaoBIG's solution](#)

325.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2018-11-14 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[YaoBIG's solution](#)

326.

1912G

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

Quality: 585 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[YaoBIG's solution](#)

327.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-11-28 · last AC: 2023-10-02 · GNU C++11 (first AC) · Tags: flows, graphs

[YaoBIG's solution](#)

328.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[YaoBIG's solution](#)

329.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[YaoBIG's solution](#)

330.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · last AC: 2022-11-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[YaoBIG's solution](#)

331.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[YaoBIG's solution](#)

332.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2022-10-14 · last AC: 2022-10-14 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[YaoBIG's solution](#)

333.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[YaoBIG's solution](#)

334.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[YaoBIG's solution](#)

335.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-02 · last AC: 2022-04-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[YaoBIG's solution](#)

336.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy

[YaoBIG's solution](#)

337.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-23 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[YaoBIG's solution](#)

338.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[YaoBIG's solution](#)

339.

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[YaoBIG's solution](#)

340.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2019-12-30 · last AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[YaoBIG's solution](#)

341.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-15 · last AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

342.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2019-11-01 · last AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing

[YaoBIG's solution](#)

343.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-20 · last AC: 2022-02-18 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[YaoBIG's solution](#)

344.

835E

[The penguin's game](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2019-06-13 · last AC: 2022-02-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[YaoBIG's solution](#)

345.

417E

[Square Table](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2400 · first AC: 2019-05-26 · last AC: 2022-02-12 · GNU C++11 (first AC) · Tags: constructive algorithms, math, probabilities

[YaoBIG's solution](#)

346.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2019-05-05 · last AC: 2022-02-11 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[YaoBIG's solution](#)

347.

533F

[Encoding](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2400 · first AC: 2019-03-28 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[YaoBIG's solution](#)

348.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2019-03-13 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: flows, trees

[YaoBIG's solution](#)

349.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2019-03-02 · last AC: 2022-02-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[YaoBIG's solution](#)

350.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2019-03-02 · last AC: 2022-02-04 · GNU C++11 (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[YaoBIG's solution](#)

351.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2019-02-22 · last AC: 2022-02-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[YaoBIG's solution](#)

352.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, two pointers

[YaoBIG's solution](#)

353.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2019-02-18 · last AC: 2022-02-01 · GNU C++11 (first AC) · Tags: dp, implementation

[YaoBIG's solution](#)

354.

1107G

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

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2019-02-12 · last AC: 2022-01-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[YaoBIG's solution](#)

355.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-02-12 · last AC: 2022-01-31 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

356.

585C

[Alice, Bob, Oranges and Apples](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2400 · first AC: 2019-01-16 · last AC: 2022-01-29 · GNU C++11 (first AC) · Tags: number theory

[YaoBIG's solution](#)

357.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[YaoBIG's solution](#)

358.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, games, math

[YaoBIG's solution](#)

359.

524E

[Rooks and Rectangles](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2400 · first AC: 2019-01-09 · last AC: 2022-01-21 · GNU C++11 (first AC) · Tags: data structures, sortings

[YaoBIG's solution](#)

360.

5E

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

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2019-01-02 · last AC: 2022-01-20 · GNU C++11 (first AC) · Tags: data structures

[YaoBIG's solution](#)

361.

145E

[Lucky Queries](#) · [Tutorial](#)

Quality: 3,959 global accepts · Rating: 2400 · first AC: 2018-12-24 · last AC: 2022-01-18 · GNU C++11 (first AC) · Tags: data structures

[YaoBIG's solution](#)

362.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2018-12-23 · last AC: 2022-01-18 · GNU C++11 (first AC) · Tags: dp

[YaoBIG's solution](#)

363.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2018-12-21 · last AC: 2022-01-17 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[YaoBIG's solution](#)

364.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2018-11-24 · last AC: 2022-01-12 · GNU C++11 (first AC) · Tags: data structures, interactive, sortings

[YaoBIG's solution](#)

365.

1079F

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

Rating: 2400 · first AC: 2018-11-19 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: dp, trees

[YaoBIG's solution](#)

366.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2018-11-18 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[YaoBIG's solution](#)

367.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-03-04 · last AC: 2022-01-01 · GNU C++ (first AC) · Tags: greedy

[YaoBIG's solution](#)

368.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[YaoBIG's solution](#)

369.

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[YaoBIG's solution](#)

370.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[YaoBIG's solution](#)

371.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[YaoBIG's solution](#)

372.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[YaoBIG's solution](#)

373.

1142C

[U2](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

374.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-06-09 · last AC: 2021-06-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[YaoBIG's solution](#)

375.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices

[YaoBIG's solution](#)

376.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,737 global accepts · Rating: 2400 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[YaoBIG's solution](#)

377.

581F

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

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[YaoBIG's solution](#)

378.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[YaoBIG's solution](#)

379.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[YaoBIG's solution](#)

380.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2019-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[YaoBIG's solution](#)

381.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,151 global accepts · Rating: 2400 · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[YaoBIG's solution](#)

382.

220E

[Little Elephant and Inversions](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2019-02-25 · GNU C++11 (first AC) · Tags: data structures, two pointers

[YaoBIG's solution](#)

383.

498D

[Traffic Jams in the Land](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2019-02-19 · GNU C++11 (first AC) · Tags: data structures, dp, number theory

[YaoBIG's solution](#)

384.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2019-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, trees

[YaoBIG's solution](#)

385.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · last AC: 2019-02-11 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[YaoBIG's solution](#)

386.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2019-01-24 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[YaoBIG's solution](#)

387.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2019-01-12 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[YaoBIG's solution](#)

388.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2019-01-08 · GNU C++11 (first AC) · Tags: binary search, math, ternary search

[YaoBIG's solution](#)

389.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: data structures, dp

[YaoBIG's solution](#)

390.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2018-12-29 · last AC: 2018-12-29 · GNU C++11 (first AC) · Tags: data structures, sortings

[YaoBIG's solution](#)

391.

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2400 · first AC: 2018-12-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[YaoBIG's solution](#)

392.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp

[YaoBIG's solution](#)

393.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: strings

[YaoBIG's solution](#)

394.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2018-11-22 · GNU C++11 (first AC) · Tags: interactive, probabilities

[YaoBIG's solution](#)

395.

1835B

[Lottery](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[YaoBIG's solution](#)

396.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[YaoBIG's solution](#)

397.

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[YaoBIG's solution](#)

398.

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-24 · last AC: 2023-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[YaoBIG's solution](#)

399.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, interactive, sortings

[YaoBIG's solution](#)

400.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: games, geometry, greedy, interactive

[YaoBIG's solution](#)

401.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-02-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[YaoBIG's solution](#)

402.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, implementation, interactive

[YaoBIG's solution](#)

403.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-03-03 · last AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[YaoBIG's solution](#)

404.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,689 global accepts · Rating: 2500 · first AC: 2019-01-14 · last AC: 2022-07-02 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[YaoBIG's solution](#)

405.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2020-09-16 · last AC: 2022-04-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[YaoBIG's solution](#)

406.

444D

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

Quality: 862 global accepts · Rating: 2500 · first AC: 2022-04-04 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, strings, two pointers

[YaoBIG's solution](#)

407.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[YaoBIG's solution](#)

408.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2020-03-19 · last AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[YaoBIG's solution](#)

409.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2020-01-04 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[YaoBIG's solution](#)

410.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2019-12-31 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[YaoBIG's solution](#)

411.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2019-12-31 · last AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures

[YaoBIG's solution](#)

412.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-20 · last AC: 2022-02-18 · GNU C++11 (first AC) · Tags: games

[YaoBIG's solution](#)

413.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[YaoBIG's solution](#)

414.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2019-05-06 · last AC: 2022-02-12 · GNU C++11 (first AC) · Tags: data structures, probabilities

[YaoBIG's solution](#)

415.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2019-04-28 · last AC: 2022-02-09 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[YaoBIG's solution](#)

416.

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2019-03-28 · last AC: 2022-02-06 · GNU C++11 (first AC) · Tags: dp, dsu, graphs

[YaoBIG's solution](#)

417.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2019-03-08 · last AC: 2022-02-05 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[YaoBIG's solution](#)

418.

757E

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

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2019-03-01 · last AC: 2022-02-03 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, number theory

[YaoBIG's solution](#)

419.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2019-02-22 · last AC: 2022-02-02 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[YaoBIG's solution](#)

420.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-01-06 · last AC: 2022-01-20 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

[YaoBIG's solution](#)

421.

779F

[Peterson Polyglot](#) · [Tutorial](#)

Rating: 2500 · first AC: 2017-04-18 · last AC: 2022-01-03 · GNU C++ (first AC) · Tags: strings

[YaoBIG's solution](#)

422.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graph matchings, greedy

[YaoBIG's solution](#)

423.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[YaoBIG's solution](#)

424.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[YaoBIG's solution](#)

425.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[YaoBIG's solution](#)

426.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[YaoBIG's solution](#)

427.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[YaoBIG's solution](#)

428.

89D

[Space mines](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2500 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

429.

46G

[Emperor's Problem](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 2500 · first AC: 2021-02-11 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

430.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[YaoBIG's solution](#)

431.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, implementation

[YaoBIG's solution](#)

432.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[YaoBIG's solution](#)

433.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[YaoBIG's solution](#)

434.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[YaoBIG's solution](#)

435.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

436.

1471E

[Strange Shuffle](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-01-05 · last AC: 2021-01-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[YaoBIG's solution](#)

437.

908E

[New Year and Entity Enumeration](#) · [Tutorial](#)

Quality: 837 global accepts · Rating: 2500 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[YaoBIG's solution](#)

438.

911G

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

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YaoBIG's solution](#)

439.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[YaoBIG's solution](#)

440.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2020-01-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YaoBIG's solution](#)

441.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[YaoBIG's solution](#)

442.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2019-12-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation

[YaoBIG's solution](#)

443.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2019-08-27 · GNU C++11 (first AC) · Tags: brute force, divide and conquer, sortings

[YaoBIG's solution](#)

444.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2019-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[YaoBIG's solution](#)

445.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2019-01-12 · last AC: 2019-01-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[YaoBIG's solution](#)

446.

1053C

[Putting Boxes Together](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures

[YaoBIG's solution](#)

447.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2018-11-25 · GNU C++11 (first AC) · Tags: dp, number theory

[YaoBIG's solution](#)

448.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[YaoBIG's solution](#)

449.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[YaoBIG's solution](#)

450.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-11-23 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[YaoBIG's solution](#)

451.

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2020-11-23 · last AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows

[YaoBIG's solution](#)

452.

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2020-11-22 · last AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities

[YaoBIG's solution](#)

453.

1773H

[Hot and Cold](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[YaoBIG's solution](#)

454.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[YaoBIG's solution](#)

455.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2019-02-16 · last AC: 2022-12-03 · GNU C++11 (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[YaoBIG's solution](#)

456.

1765G

[Guess the String](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[YaoBIG's solution](#)

457.

1765C

[Card Guessing](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[YaoBIG's solution](#)

458.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[YaoBIG's solution](#)

459.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2022-07-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[YaoBIG's solution](#)

460.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-04 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[YaoBIG's solution](#)

461.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2022-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[YaoBIG's solution](#)

462.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-17 · last AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[YaoBIG's solution](#)

463.

6D

[Lizards and Basements 2](#) · [Tutorial](#)

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2020-11-16 · last AC: 2022-06-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[YaoBIG's solution](#)

464.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2020-11-15 · last AC: 2022-06-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[YaoBIG's solution](#)

465.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[YaoBIG's solution](#)

466.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-04-04 · last AC: 2022-06-01 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[YaoBIG's solution](#)

467.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-22 · last AC: 2022-05-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and

similar, dsu, graphs, trees

[YaoBIG's solution](#)

468.

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-15 · last AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[YaoBIG's solution](#)

469.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-27 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[YaoBIG's solution](#)

470.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[YaoBIG's solution](#)

471.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-17 · last AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[YaoBIG's solution](#)

472.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[YaoBIG's solution](#)

473.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[YaoBIG's solution](#)

474.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[YaoBIG's solution](#)

475.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-02-24 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[YaoBIG's solution](#)

476.

627D

[Preorder Test](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2600 · first AC: 2020-02-13 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, trees

[YaoBIG's solution](#)

477.

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2019-12-16 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities

[YaoBIG's solution](#)

478.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2019-12-15 · last AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings

[YaoBIG's solution](#)

479.

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-15 · last AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[YaoBIG's solution](#)

480.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2019-07-17 · last AC: 2022-02-13 · GNU C++11 (first AC) · Tags: dp, probabilities

[YaoBIG's solution](#)

481.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2018-11-23 · last AC: 2022-01-10 · GNU C++11 (first AC) · Tags: flows, graphs

[YaoBIG's solution](#)

482.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[YaoBIG's solution](#)

483.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[YaoBIG's solution](#)

484.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-10 · last AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[YaoBIG's solution](#)

485.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[YaoBIG's solution](#)

486.

1569E

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

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[YaoBIG's solution](#)

487.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[YaoBIG's solution](#)

488.

82E

[Corridor](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 2600 · first AC: 2021-02-25 · last AC: 2021-09-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YaoBIG's solution](#)

489.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, interactive, number theory
[YaoBIG's solution](#)

490.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-07-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[YaoBIG's solution](#)

491.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-06-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[YaoBIG's solution](#)

492.

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2021-06-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers
[YaoBIG's solution](#)

493.

1209F

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

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-04-10 · last AC: 2021-04-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[YaoBIG's solution](#)

494.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[YaoBIG's solution](#)

495.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2021-02-25 · last AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YaoBIG's solution](#)

496.

274C

[The Last Hole!](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2021-02-18 · last AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[YaoBIG's solution](#)

497.

420E

[Playing the ball](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

498.

535E

[Tavas and Pashmaks](#) · [Tutorial](#)

Quality: 864 global accepts · Rating: 2600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[YaoBIG's solution](#)

499.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,024 global accepts · Rating: 2600 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

500.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[YaoBIG's solution](#)

501.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[YaoBIG's solution](#)

502.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[YaoBIG's solution](#)

503.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

504.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[YaoBIG's solution](#)

505.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[YaoBIG's solution](#)

506.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[YaoBIG's solution](#)

507.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-30 · last AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[YaoBIG's solution](#)

508.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2020-11-25 · last AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[YaoBIG's solution](#)

509.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[YaoBIG's solution](#)

510.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[YaoBIG's solution](#)

511.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, hashing

[YaoBIG's solution](#)

512.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2020-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[YaoBIG's solution](#)

513.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[YaoBIG's solution](#)

514.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2019-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[YaoBIG's solution](#)

515.

1071C

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

516.

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-12-03 · GNU C++11 (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

517.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-11 · last AC: 2023-11-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[YaoBIG's solution](#)

518.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2020-12-07 · last AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[YaoBIG's solution](#)

519.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dsu

[YaoBIG's solution](#)

520.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[YaoBIG's solution](#)

521.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2020-11-24 · last AC: 2023-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[YaoBIG's solution](#)

522.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-11-24 · last AC: 2023-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[YaoBIG's solution](#)

523.

1782F

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

Rating: 2700 · first AC: 2023-01-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[YaoBIG's solution](#)

524.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2019-11-30 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[YaoBIG's solution](#)

525.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-09-25 · last AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[YaoBIG's solution](#)

526.

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[YaoBIG's solution](#)

527.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[YaoBIG's solution](#)

528.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[YaoBIG's solution](#)

529.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2020-02-24 · last AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[YaoBIG's solution](#)

530.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-02-11 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[YaoBIG's solution](#)

531.

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2020-02-11 · last AC: 2022-03-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[YaoBIG's solution](#)

532.

455D

[Serega and Fun](#) · [Tutorial](#)

Quality: 3,656 global accepts · Rating: 2700 · first AC: 2019-12-28 · last AC: 2022-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[YaoBIG's solution](#)

533.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2019-12-09 · last AC: 2022-03-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings

[YaoBIG's solution](#)

534.

1034C

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

Quality: 993 global accepts · Rating: 2700 · first AC: 2019-04-05 · last AC: 2022-03-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, number theory, trees

[YaoBIG's solution](#)

535.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[YaoBIG's solution](#)

536.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[YaoBIG's solution](#)

537.

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs

[YaoBIG's solution](#)

538.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[YaoBIG's solution](#)

539.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

540.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[YaoBIG's solution](#)

541.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[YaoBIG's solution](#)

542.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[YaoBIG's solution](#)

543.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[YaoBIG's solution](#)

544.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[YaoBIG's solution](#)

545.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[YaoBIG's solution](#)

546.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

547.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, sortings
[YaoBIG's solution](#)

548.

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2021-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[YaoBIG's solution](#)

549.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-04-04 · last AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[YaoBIG's solution](#)

550.

1510E

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

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —
[YaoBIG's solution](#)

551.

1510I

[Is It Rated?](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2700 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, interactive, math, probabilities
[YaoBIG's solution](#)

552.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2021-02-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YaoBIG's solution](#)

553.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[YaoBIG's solution](#)

554.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[YaoBIG's solution](#)

555.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[YaoBIG's solution](#)

556.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[YaoBIG's solution](#)

557.

724F

[Uniformly Branched Trees](#) · [Tutorial](#)

Quality: 522 global accepts · Rating: 2700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[YaoBIG's solution](#)

558.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, math

[YaoBIG's solution](#)

559.

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2020-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YaoBIG's solution](#)

560.

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[YaoBIG's solution](#)

561.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games

[YaoBIG's solution](#)

562.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, trees

[YaoBIG's solution](#)

563.

1464E

[No Game No Life](#) · [Tutorial](#)

Rating: 2700 · first AC: 2020-12-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, games, math, matrices, probabilities

[YaoBIG's solution](#)

564.

721E

[Road to Home](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 2700 · first AC: 2020-12-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[YaoBIG's solution](#)

565.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-12-11 · last AC: 2020-12-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees

[YaoBIG's solution](#)

566.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2020-12-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[YaoBIG's solution](#)

567.

70E

[Information Reform](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2020-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, trees

[YaoBIG's solution](#)

568.

938F

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

Quality: 613 global accepts · Rating: 2700 · first AC: 2020-12-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[YaoBIG's solution](#)

569.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[YaoBIG's solution](#)

570.

477D

[Dreamoon and Binary](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2700 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[YaoBIG's solution](#)

571.

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[YaoBIG's solution](#)

572.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities, trees

[YaoBIG's solution](#)

573.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[YaoBIG's solution](#)

574.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2020-12-04 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YaoBIG's solution](#)

575.

407D

[Largest Submatrix 3](#) · [Tutorial](#)

Quality: 804 global accepts · Rating: 2700 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing

[YaoBIG's solution](#)

576.

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths

[YaoBIG's solution](#)

577.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[YaoBIG's solution](#)

578.

500F

[New Year Shopping](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2700 · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[YaoBIG's solution](#)

579.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2020-12-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[YaoBIG's solution](#)

580.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2020-11-27 · last AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

581.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[YaoBIG's solution](#)

582.

1919F2

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

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[YaoBIG's solution](#)

583.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[YaoBIG's solution](#)

584.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[YaoBIG's solution](#)

585.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[YaoBIG's solution](#)

586.

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities

[YaoBIG's solution](#)

587.

1578K

[Kingdom of Islands](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2800 · first AC: 2022-10-21 · last AC: 2022-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[YaoBIG's solution](#)

588.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2021-12-09 · last AC: 2022-09-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[YaoBIG's solution](#)

589.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar,

dsu

[YaoBIG's solution](#)

590.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[YaoBIG's solution](#)

591.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-02 · last AC: 2022-04-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[YaoBIG's solution](#)

592.

1578B

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

Quality: 475 global accepts · Rating: 2800 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[YaoBIG's solution](#)

593.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[YaoBIG's solution](#)

594.

1394D

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

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2022-03-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings, trees

[YaoBIG's solution](#)

595.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[YaoBIG's solution](#)

596.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[YaoBIG's solution](#)

597.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2019-12-15 · last AC: 2022-03-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

598.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[YaoBIG's solution](#)

599.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-01-23 · last AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[YaoBIG's solution](#)

600.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-12-05 · last AC: 2022-01-15 · GNU C++11 (first AC) · Tags: dp, graph matchings, math, trees

[YaoBIG's solution](#)

601.

1082F

[Speed Dial](#) · [Tutorial](#)

Quality: 541 global accepts · Rating: 2800 · first AC: 2018-12-01 · last AC: 2022-01-13 · GNU C++11 (first AC) · Tags: dp, strings, trees

[YaoBIG's solution](#)

602.

1615F

[LEGOndary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[YaoBIG's solution](#)

603.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-11 · last AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, sortings

[YaoBIG's solution](#)

604.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-11-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[YaoBIG's solution](#)

605.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive

[YaoBIG's solution](#)

606.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy

[YaoBIG's solution](#)

607.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy

[YaoBIG's solution](#)

608.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2021-06-22 · C++17 (GCC 7-32) (first AC) · Tags: dp

[YaoBIG's solution](#)

609.

1477D

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

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[YaoBIG's solution](#)

610.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[YaoBIG's solution](#)

611.

77E

[Martian Food](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[YaoBIG's solution](#)

612.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-01-26 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

613.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[YaoBIG's solution](#)

614.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-07 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs

[YaoBIG's solution](#)

615.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory

[YaoBIG's solution](#)

616.

1071D

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

Rating: 2800 · first AC: 2019-01-16 · GNU C++11 (first AC) · Tags: graphs, math

[YaoBIG's solution](#)

617.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-01-25 · last AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[YaoBIG's solution](#)

618.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-22 · last AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math, number theory

[YaoBIG's solution](#)

619.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-03-03 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[YaoBIG's solution](#)

620.

1578F

[Framing Pictures](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: 2900 · first AC: 2022-04-17 · last AC: 2022-08-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[YaoBIG's solution](#)

621.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
[YaoBIG's solution](#)

622.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[YaoBIG's solution](#)

623.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees
[YaoBIG's solution](#)

624.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2019-12-17 · last AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities
[YaoBIG's solution](#)

625.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2019-09-24 · last AC: 2022-02-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[YaoBIG's solution](#)

626.

938G

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

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2019-08-28 · last AC: 2022-02-16 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dsu, graphs
[YaoBIG's solution](#)

627.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2019-08-07 · last AC: 2022-02-13 · GNU C++11 (first AC) · Tags: constructive algorithms
[YaoBIG's solution](#)

628.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks
[YaoBIG's solution](#)

629.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory, probabilities
[YaoBIG's solution](#)

630.

1079G

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-11-19 · last AC: 2022-01-09 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

631.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2018-11-16 · last AC: 2022-01-08 · GNU C++11 (first AC) · Tags: flows

[YaoBIG's solution](#)

632.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-30 · last AC: 2021-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, matrices

[YaoBIG's solution](#)

633.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2018-11-15 · last AC: 2021-12-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[YaoBIG's solution](#)

634.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[YaoBIG's solution](#)

635.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math, number theory, probabilities

[YaoBIG's solution](#)

636.

741D

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

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[YaoBIG's solution](#)

637.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 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

[YaoBIG's solution](#)

638.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[YaoBIG's solution](#)

639.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-04-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs

[YaoBIG's solution](#)

640.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-04-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[YaoBIG's solution](#)

641.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, two pointers
[YaoBIG's solution](#)

642.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[YaoBIG's solution](#)

643.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2020-12-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[YaoBIG's solution](#)

644.

778E

[Selling Numbers](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3000 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[YaoBIG's solution](#)

645.

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, trees
[YaoBIG's solution](#)

646.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-05-06 · last AC: 2022-05-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, two pointers
[YaoBIG's solution](#)

647.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[YaoBIG's solution](#)

648.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees
[YaoBIG's solution](#)

649.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, interactive
[YaoBIG's solution](#)

650.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2020-02-24 · last AC: 2022-03-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, trees

[YaoBIG's solution](#)

651.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[YaoBIG's solution](#)

652.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2022-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[YaoBIG's solution](#)

653.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths

[YaoBIG's solution](#)

654.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math

[YaoBIG's solution](#)

655.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-24 · last AC: 2021-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[YaoBIG's solution](#)

656.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp

[YaoBIG's solution](#)

657.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory

[YaoBIG's solution](#)

658.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-10-19 · last AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths

[YaoBIG's solution](#)

659.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing

[YaoBIG's solution](#)

660.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry

[YaoBIG's solution](#)

661.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings

[YaoBIG's solution](#)

662.

372E

[Drawing Circles is Fun](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry

[YaoBIG's solution](#)

663.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-01-24 · last AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, matrices

[YaoBIG's solution](#)

664.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2019-08-28 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[YaoBIG's solution](#)

665.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-11-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[YaoBIG's solution](#)

666.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-11-22 · last AC: 2022-08-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft

[YaoBIG's solution](#)

667.

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2022-04-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[YaoBIG's solution](#)

668.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[YaoBIG's solution](#)

669.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[YaoBIG's solution](#)

670.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[YaoBIG's solution](#)

671.

1250I

[Show Must Go On](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3100 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, shortest paths

[YaoBIG's solution](#)

672.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-10-18 · last AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[YaoBIG's solution](#)

673.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[YaoBIG's solution](#)

674.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-10-07 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[YaoBIG's solution](#)

675.

1621G

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

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[YaoBIG's solution](#)

676.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-30 · last AC: 2021-06-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures

[YaoBIG's solution](#)

677.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2019-04-08 · last AC: 2019-04-08 · GNU C++11 (first AC) · Tags: bitmasks, dp, math

[YaoBIG's solution](#)

678.

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2022-09-08 · last AC: 2022-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[YaoBIG's solution](#)

679.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2020-01-13 · last AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[YaoBIG's solution](#)

680.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-25 · last AC: 2022-02-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[YaoBIG's solution](#)

681.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, hashing

[YaoBIG's solution](#)

682.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[YaoBIG's solution](#)

683.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[YaoBIG's solution](#)

684.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-04-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[YaoBIG's solution](#)

685.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2019-08-09 · GNU C++11 (first AC) · Tags: data structures

[YaoBIG's solution](#)

686.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[YaoBIG's solution](#)

687.

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2019-04-07 · last AC: 2022-03-03 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[YaoBIG's solution](#)

688.

101239J

[Tile Cutting](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · last AC: 2025-03-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

689.

101242L

[Swap Space](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · last AC: 2024-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

690.

101206A

[The Third Cup is Free](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[YaoBIG's solution](#)

691.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[YaoBIG's solution](#)

692.

103447A

[So Many Lucky Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

693.

103260E

[Smol Vertex Cover](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

694.

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[YaoBIG's solution](#)

695.

104768D

[Subway](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

696.

104768E

[Prefix Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · last AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

697.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

698.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[YaoBIG's solution](#)

699.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

700.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[YaoBIG's solution](#)

701.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

702.

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[YaoBIG's solution](#)

703.

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

704.

102431E

[Non-Maximum Suppression](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

705.

102431H

[Mr. Panda and SAD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

706.

102431I

[Mr. Panda and Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

707.

102431K

[Russian Dolls on the Christmas Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

708.

102431L

[Spiral Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

709.

102431C

[Mr. Panda and Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

710.

102431G

[Game on the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

711.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

712.

102431B

[Infimum of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

713.

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-21 · last AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

714.

102471B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

715.

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

716.

102471C

[Dirichlet \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · last AC: 2023-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

717.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

718.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

719.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

720.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

721.

103957J

[Dome and Steles](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

722.

103957F

[Hungry Game of Ants](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

723.

103957B

[Business Cycle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

724.

103957D

[Change](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

725.

103957L

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

Rating: — · first AC: 2023-10-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

726.

102759F

[Interval Graph](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · last AC: 2023-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

727.

103957M

[November 11th](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · last AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

728.

103957A

[Boxes and Balls](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

729.

103964L

[Huatuos Medicine](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

730.

103964K

[Game Rooms](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

731.

103964H

[Sudoku](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

732.

103964G

[Ancient Go](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

733.

103964F

[The Battle of Guandu](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

734.

103964E

[Ba Gua Zhen](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

735.

103964D

[Pick The Sticks](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

736.

103964C

[The Battle of Chibi](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

737.

103964A

[Secrete Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

738.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

739.

103081J

[Daisy's Mazes](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-05 · last AC: 2023-08-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

740.

102012J

[Rikka with An Unnamed Temple](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

741.

102012I

[Rikka with Sorting Networks](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

742.

102012D

[Rikka with Subsequences](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-05 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

743.

102012H

[Rikka with A Long Colour Palette](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

744.

102012G

[Rikka with Intersections of Paths](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

745.

102012A

[Rikka with Minimum Spanning Trees](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2023-04-23 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

746.

102056K

[Desperate ... Fire Survive](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

747.

102056J

[Philosophical ... Balance](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-08 · last AC: 2023-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

748.

102056F

[Interstellar ... Fantasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

749.

102056I

[Misunderstood ... Missing](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

750.

102056L

[Eventual ... Journey](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

751.

102056D

[Deja vu of ... Go Players](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

752.

102056A

[Exotic ... Ancient City](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

753.

103081M

[Fantasmagorie](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

754.

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · last AC: 2022-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

755.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

756.

101239H

[Qanat](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

757.

101239L

[Weather Report](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

758.

101239I

[Ship Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

759.

101239E

[Evolution in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

760.

101239D

[Cutting Cheese](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

761.

101239F

[Keyboarding](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

762.

101239C

[Catering](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

763.

101239A

[Amalgamated Artichokes](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

764.

101221E

[Maze Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

765.

101221I

[Sensor Network](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

766.

101221C

[Crane Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

767.

101221D

[Game Strategy](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

768.

101221K

[Surveillance](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

769.

101673A

[Abstract Art](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-29 · last AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

770.

101471A

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

Rating: — · first AC: 2022-08-20 · last AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

771.

101242A

[Balanced Diet](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

772.

101242D

[Clock Breaking](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

773.

101242K

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

774.

101242G

[Oil](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

775.

101242E

[Forever Young](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

776.

101242C

[Ceiling Function](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

777.

101242B

[Branch Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

778.

102511B

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

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

779.

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

780.

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

781.

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

782.

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

783.

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

784.

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

785.

101471L

[Visual Python++](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · last AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

786.

101201E

[Enclosure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

787.

101471K

[Tarot Sham Boast](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

788.

101471G

[Replicate Replicate Rfplicbte](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

789.

101471D

[Money for Nothing](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

790.

101471F

[Posterize](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

791.

101471E

[Need for Speed](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

792.

101471I

[Secret Chamber at Mount Rushmore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

793.

101471C

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

Rating: — · first AC: 2022-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

794.

102482D

[Gem Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

795.

102394G

[Game Store](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-13 · last AC: 2022-10-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

796.

101981C

[Cherry and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

797.

101561B

[Coin Collecting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

798.

102156D

[Pick Your Own Nim](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-12 · last AC: 2022-10-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

799.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

800.

102056C

[Heretical ... Möbius](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-23 · last AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

801.

101206F

[Periodical Cicadas](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

802.

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · last AC: 2022-10-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

803.

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · last AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

804.

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

805.

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

806.

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

807.

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

808.

103371L

[Utilitarianism 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · last AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

809.

103371M

[Yet Another Range Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

810.

101194F

[Mr. Panda and Fantastic Beasts](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · last AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

811.

102900K

[Traveling Merchant](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · last AC: 2022-10-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

812.

100548G

[The Problem to Slow Down You](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · last AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

813.

101981M

[Mediocre String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

814.

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

815.

103069A

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

Rating: — · first AC: 2022-09-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

816.

102994D

[String Theory](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-09 · last AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

817.

103860E

[Elegant Tetris](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

818.

103860C

[Selection Sort Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

819.

103860K

[Security Plan](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

820.

103860J

[jfw.harie.edu](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

821.

103860G

[Integer Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

822.

103860L

[Paid Leave](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

823.

103860F

[Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

824.

103860A

[Mash](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

825.

102900H

[Rice Arrangement](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · last AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

826.

102900F

[Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

827.

102361G

[Game on Chessboard](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · last AC: 2022-09-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

828.

101673B

[Craters](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

829.

103470F

[Paimon Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

830.

103861H

[Check Pattern is Good](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · last AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

831.

103861C

[String-dle Count](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

832.

103388F

[Freedom from Prison](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-21 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

833.

101611J

[Judging the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-18 · last AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

834.

101194J

[Mr.Panda and TubeMaster](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-05 · last AC: 2022-08-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

835.

101635G

[Cordon Bleu](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · last AC: 2022-08-07 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

836.

101981D

[Country Meow](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-08-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

837.

102394A

[Artful Paintings](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · last AC: 2022-07-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

838.

101955L

[Machining Disc Rotors](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-10 · last AC: 2022-07-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

839.

101194A

[Mr. Panda and Strips](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · last AC: 2022-07-05 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

840.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · last AC: 2022-06-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

841.

1662G

[Gastronomic Event](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[YaoBIG's solution](#)

842.

1662F

[Antennas](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: — · first AC: 2022-04-24 · last AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, shortest paths

[YaoBIG's solution](#)

843.

1662K

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

Quality: 389 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: geometry, ternary search

[YaoBIG's solution](#)

844.

1662N

[Drone Photo](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[YaoBIG's solution](#)

845.

1662L

[Il Derby della Madonna](#) · [Tutorial](#)

Quality: 1,332 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[YaoBIG's solution](#)

846.

16620

[Circular Maze](#) · [Tutorial](#)

Quality: 1,592 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[YaoBIG's solution](#)

847.

1662D

[Evolution of Weasels](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[YaoBIG's solution](#)

848.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[YaoBIG's solution](#)

849.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[YaoBIG's solution](#)

850.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[YaoBIG's solution](#)

851.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[YaoBIG's solution](#)

852.

102394E

[Exchanging Gifts](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · last AC: 2022-04-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

853.

102769L

[Lost Temple](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-16 · last AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

854.

102769K

[Kingdom's Power](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

855.

102769J

[Jewel Splitting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-15 · last AC: 2022-04-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

856.

102769I

[Interstellar Hunter](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

857.

102394B

[Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · last AC: 2022-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

858.

102394L

[LRU Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · last AC: 2022-04-12 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

859.

102361L

[MUV LUV ALTERNATIVE](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

860.

103627A

[Points](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · last AC: 2022-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

861.

103627F

[Lag](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

862.

103627L

[Curly Racetrack](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

863.

103627C

[AND PLUS OR](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

864.

103627E

[Yet Another Interval Graph Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

865.

103627B

[Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

866.

102361C

[Sakurada Reset](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-06 · last AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

867.

102361A

[Angle Beats](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · last AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

868.

101981L

[Lagrange the Chef](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

869.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

870.

101981E

[Eva and Euro coins](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

871.

101981H

[Huge Discount](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

872.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

873.

101981I

[Magic Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

874.

101981G

[Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

875.

101981J

[Prime Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

876.

101981A

[Adrien and Austin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

877.

103102J

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

878.

101561A

[Alphabet Soup](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · last AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

879.

101561J

[Remoteland](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · last AC: 2022-03-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

880.

101597I

[The Secret](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-15 · last AC: 2022-03-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

881.

101597G

[Affine](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-30 · last AC: 2022-03-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

882.

101597H

[Compass](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-28 · last AC: 2022-03-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

883.

101597A

[Chess](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · last AC: 2022-02-19 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

884.

101597F

[Mattress Run](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · last AC: 2022-02-19 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

885.

101174A

[Within Arm's Reach](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-14 · last AC: 2022-02-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

886.

101174B

[Bribing Eve](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2022-02-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

887.

101174G

[Cairo Corridor](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

888.

101174I

[The White Rabbit Pocket Watch](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

889.

101174E

[Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2022-02-16 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

890.

101174H

[Pascal's Hyper-Pyramids](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · last AC: 2022-02-16 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

891.

101635D

[Candy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · last AC: 2022-02-16 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

892.

101987C

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

Rating: — · first AC: 2019-03-09 · last AC: 2022-02-05 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

893.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · last AC: 2022-01-15 · PyPy 2 (first AC) · Tags: —

[YaoBIG's solution](#)

894.

102538D

[Disjoint LIS](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

895.

102538A

[Airplane Cliques](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

896.

102538H

[Horrible Cycles](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

897.

102538E

[Easy Win](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

898.

102538C

[Cells Blocking](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

899.

102538F

[Farm of Monsters](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

900.

102538J

[Just Counting](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

901.

102538B

[Best Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

902.

102538I

[Ignore Submasks](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

903.

102012K

[Rikka with Ants](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2021-12-18 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

904.

102012C

[Rikka with Consistency](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-10 · last AC: 2021-12-16 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

905.

101775L

[SOS](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

906.

101775A

[World Cup](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

907.

101775K

[Downgrade](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

908.

101775F

[Good Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

909.

101775G

[Image Recognition](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

910.

101775H

[Mr. Panda and Birthday Song](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

911.

101775J

[Straight Master](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

912.

101775D

[Mr. Panda and Geometric Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

913.

101775C

[Traffic Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

914.

102028L

[Connected Subgraphs](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

915.

101775B

[Scapegoat](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

916.

101775M

[Chat Group](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

917.

101194I

[Cherry Pick](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-09 · last AC: 2021-12-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

918.

101194G

[Pandaria](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

919.

101194B

[Hemi Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

920.

101955A

[Sockpuppets](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

921.

101955B

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

Rating: — · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

922.

101955M

[Renaissance Past in Nancy](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

923.

101955I

[Distance Between Sweethearts](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

924.

101955K

[Let the Flames Begin](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

925.

101955E

[The Kouga Ninja Scrolls](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · last AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

926.

101955C

[Insertion Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

927.

103329E

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

928.

103329F

[The Struggle](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

929.

103371E

[Goose Coins](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

930.

103371J

[Periodic Ruler](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

931.

103371G

[Lamb's Respite](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

932.

103371H

[Or Machine](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

933.

103371C

[Equivalent Pipelines](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

934.

103371B

[Cilantro](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

935.

103371A

[Automatic Sprayer 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

936.

103371K

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

Rating: — · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

937.

102361H

[Houraisan Kaguya](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-05 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

938.

102012M

[Rikka with Illuminations](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-02 · last AC: 2021-10-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

939.

103261C

[StalinSort Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

940.

103261B

[String Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

941.

103261E

[Binary Search Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · last AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

942.

103261I

[Euclid's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-09 · Python 3 (first AC) · Tags: —

[YaoBIG's solution](#)

943.

103261L

[Not Our Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

944.

103261D

[FFT Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

945.

103261H

[Greedy Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

946.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

947.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

948.

102822C

[Code a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-04 · last AC: 2021-07-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

949.

102822E

[Escape from the Island](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

950.

102822H

[Hide and Seek](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

951.

102822B

[Building Blocks](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

952.

102822G

[Game of Cards](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

953.

102822L

[Lottery](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

954.

102822K

[Knowledge is Power](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

955.

102822J

[Joy of Handcraft](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

956.

102822D

[Defuse the Bombs](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

957.

103102H

[AND = OR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

958.

103102D

[Disk Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

959.

103102F

[Fence Job](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

960.

103102I

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

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

961.

103102L

[Neo-Robin Hood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

962.

103102B

[Reverse Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

963.

103102M

[Mistake](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

964.

103102E

[Divisible by 3](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

965.

102114F

[Fireflies](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

966.

102114J

[Just So You Know](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

967.

102114D

[Daylight](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · last AC: 2021-06-17 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

968.

102156B

[Unfair Card Deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · last AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

969.

102156I

[Slippers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

970.

102156A

[Takeover](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

971.

102156J

[The Good, the Bad and the Ugly](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

972.

102156C

[Diverse Singing](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

973.

102156H

[Jeopardy](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

974.

102984I

[Selecting Points and Segments](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

975.

102984K

[Determinant](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-12 · last AC: 2021-04-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

976.

102832C

[Quantum Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

977.

102832B

[The Tortoise and the Hare](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · last AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

978.

102832I

[Kawaii Courier](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

979.

102832L

[Coordinate Paper](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

980.

102832K

[Ragdoll](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

981.

102832H

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

982.

102832J

[Abstract Painting](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

983.

102832F

[Strange Memory](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

984.

102832D

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

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

985.

102832A

[Krypton](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

986.

102896B

[Brain-teaser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

987.

1028960

[Optimum Server Location](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

988.

102896G

[Geometrical Combinatorics](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

989.

102896D

[Down We Dig](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

990.

102896L

[Lookup Performance](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

991.

102896A

[Almost Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

992.

102896C

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

993.

102896M

[Miser](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

994.

102896E

[Easy Measurements](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

995.

102896K

[Kate's 2021 Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

996.

102392A

[Max or Min](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · last AC: 2021-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

997.

102984J

[Setting Maps](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

998.

102984A

[Mango](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

999.

102984F

[Rhythm Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1000.

102984E

[Observer Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1001.

102984D

[Non-Decreasing Subarray Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1002.

102984G

[Solo Tree Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1003.

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1004.

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1005.

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1006.

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1007.

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1008.

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1009.

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1010.

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1011.

102501E

[Pixels](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · last AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1012.

102501G

[Swapping Places](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1013.

101635B

[Table](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · last AC: 2021-02-26 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1014.

102501H

[Pseudo-Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1015.

102465G

[Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1016.

102465J

[Mona Lisa](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1017.

102465C

[Crosswords](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · last AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1018.

102465F

[Paris by Night](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1019.

102465H

[Travel Guide](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1020.

102465I

[Mason's Mark](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1021.

102465K

[Dishonest Driver](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1022.

102465D

[Monument Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1023.

102465E

[Rounding](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1024.

102465B

[Blurred Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1025.

102465A

[City of Lights](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1026.

102082I

[Ranks](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1027.

102821D

[Divide a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1028.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[YaoBIG's solution](#)

1029.

102361E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · last AC: 2020-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

1030.

102394C

[Competition in Swiss-system](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1031.

102394I

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

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1032.

102394F

[Fixing Banners](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1033.

102394K

[Keeping Rabbits](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1034.

102394J

[Justifying the Conjecture](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

1035.

102361K

[MUV LUV UNLIMITED](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

1036.

102361J

[MUV LUV EXTRA](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

1037.

102361I

[Invoker](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[YaoBIG's solution](#)

1038.

102361F

[Forest Program](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1039.

102361D

[Decimal](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1040.

101561C

[Cybercrime Donut Investigation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1041.

101561I

[Regular Convex Polygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1042.

101561E

[Game, Set and Match](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1043.

101561F

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

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1044.

101561H

[Peer Review](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1045.

101561D

[Distributing Ballot Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1046.

101561G

[Non-negative Partial Sums](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —

[YaoBIG's solution](#)

1047.

101597J

[Box Hedge](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1048.

101597D

[Effective network](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1049.

101597B

[Triangle in a Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1050.

101597C

[Candy division](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1051.

101597E

[Collection](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1052.

101597K

[ACM](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-27 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1053.

101174D

[Dinner Bet](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1054.

101174F

[Performance Review](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1055.

101174K

[Balls and Needles](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1056.

101174C

[Candle Box](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-03 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1057.

101635H

[Kabobs](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-02 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1058.

101635I

[Burglary](#) · [Tutorial](#)

Rating: — · first AC: 2019-09-01 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1059.

101635C

[Macarons](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1060.

101635K

[Blowing Candles](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1061.

101635E

[Ingredients](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1062.

101635J

[Frosting on the Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1063.

101635F

[Shattered Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1064.

101635A

[Cakey McCakeFace](#) · [Tutorial](#)

Rating: — · first AC: 2019-08-30 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1065.

101987G

[Secret Code](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-09 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1066.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1067.

102028K

[Counting Failures on a Trie](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1068.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · last AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1069.

102028H

[Can You Solve the Harder Problem?](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1070.

102028C

[Supreme Command](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1071.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1072.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1073.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)

1074.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2018-12-08 · GNU C++11 (first AC) · Tags: —

[YaoBIG's solution](#)