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Unique solved — ZhangCW QwQ

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

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

Filters: none

Count: 214

1.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: [bitmasks](#), [greedy](#)

[ZhangCW QwQ's solution](#)

2.

1682A

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

Quality: 19,966 global accepts · Rating: 800 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#), [strings](#)

[ZhangCW QwQ's solution](#)

3.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [math](#)

[ZhangCW QwQ's solution](#)

4.

1684A

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

Quality: 24,937 global accepts · Rating: 800 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: [constructive algorithms](#), [games](#), [math](#), [strings](#)

[ZhangCW QwQ's solution](#)

5.

1671A

[String Building](#) · [Tutorial](#)

Quality: 21,387 global accepts · Rating: 800 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)

[ZhangCW QwQ's solution](#)

6.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: [strings](#)

[ZhangCW QwQ's solution](#)

7.

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: [brute force](#), [greedy](#), [implementation](#), [sortings](#)

[ZhangCW QwQ's solution](#)

8.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,070 global accepts · Rating: 800 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: [implementation](#)

[ZhangCW QwQ's solution](#)

9.

1631A

[Min Max Swap](#) · [Tutorial](#)

Quality: 31,305 global accepts · Rating: 800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: [greedy](#)

[ZhangCW QwQ's solution](#)

10.

1627A

[Not Shading](#) · [Tutorial](#)

Quality: 24,897 global accepts · Rating: 800 · first AC: 2022-01-15 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[ZhangCW](#) [QwQ's solution](#)

11.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZhangCW](#) [QwQ's solution](#)

12.

1602A

[Two Subsequences](#) · [Tutorial](#)

Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ZhangCW](#) [QwQ's solution](#)

13.

1582A

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

Quality: 19,752 global accepts · Rating: 800 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZhangCW](#) [QwQ's solution](#)

14.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[ZhangCW](#) [QwQ's solution](#)

15.

1501A

[Alexey and Train](#) · [Tutorial](#)

Quality: 12,230 global accepts · Rating: 800 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: implementation

[ZhangCW](#) [QwQ's solution](#)

16.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 800 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: math

[ZhangCW](#) [QwQ's solution](#)

17.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: implementation, sortings

[ZhangCW](#) [QwQ's solution](#)

18.

1480A

[Yet Another String Game](#) · [Tutorial](#)

Quality: 27,148 global accepts · Rating: 800 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

[ZhangCW](#) [QwQ's solution](#)

19.

1415A

[Prison Break](#) · [Tutorial](#)

Quality: 15,870 global accepts · Rating: 800 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZhangCW](#) [QwQ's solution](#)

20.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[ZhangCW_QwQ's solution](#)

21.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, sortings

[ZhangCW_QwQ's solution](#)

22.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ZhangCW_QwQ's solution](#)

23.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: math

[ZhangCW_QwQ's solution](#)

24.

1428A

[Box is Pull](#) · [Tutorial](#)

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

[ZhangCW_QwQ's solution](#)

25.

1696B

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

Quality: 36,337 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ZhangCW_QwQ's solution](#)

26.

1582B

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

Quality: 33,374 global accepts · Rating: 900 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZhangCW_QwQ's solution](#)

27.

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,078 global accepts · Rating: 900 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[ZhangCW_QwQ's solution](#)

28.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,246 global accepts · Rating: 900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[ZhangCW_QwQ's solution](#)

29.

1480B

[The Great Hero](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[ZhangCW_QwQ's solution](#)

30.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: implementation, strings

[ZhangCW_QwQ's solution](#)

31.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · last AC: 2020-11-17 · GNU C++11 (first AC) · Tags: greedy, math
[ZhangCW_QwQ's solution](#)

32.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings
[ZhangCW_QwQ's solution](#)

33.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms
[ZhangCW_QwQ's solution](#)

34.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[ZhangCW_QwQ's solution](#)

35.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: greedy, sortings
[ZhangCW_QwQ's solution](#)

36.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[ZhangCW_QwQ's solution](#)

37.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, sortings
[ZhangCW_QwQ's solution](#)

38.

1631B

[Fun with Even Subarrays](#) · [Tutorial](#)

Quality: 26,897 global accepts · Rating: 1100 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[ZhangCW_QwQ's solution](#)

39.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[ZhangCW_QwQ's solution](#)

40.

1496B

[Max and Mex](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math
[ZhangCW_QwQ's solution](#)

41.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[ZhangCW_QwQ's solution](#)

42.

1415B

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

Quality: 12,534 global accepts · Rating: 1100 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ZhangCW_QwQ's solution](#)

43.

1457B

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

Rating: 1100 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ZhangCW_QwQ's solution](#)

44.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,014 global accepts · Rating: 1100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: implementation

[ZhangCW_QwQ's solution](#)

45.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[ZhangCW_QwQ's solution](#)

46.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[ZhangCW_QwQ's solution](#)

47.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings

[ZhangCW_QwQ's solution](#)

48.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[ZhangCW_QwQ's solution](#)

49.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers

[ZhangCW_QwQ's solution](#)

50.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, trees

[ZhangCW_QwQ's solution](#)

51.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, sortings

[ZhangCW_QwQ's solution](#)

52.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: math, number theory

[ZhangCW_QwQ's solution](#)

53.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math

[ZhangCW_QwQ's solution](#)

54.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[ZhangCW_QwQ's solution](#)

55.

1602C

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

Rating: 1300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory

[ZhangCW_QwQ's solution](#)

56.

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: combinatorics, math

[ZhangCW_QwQ's solution](#)

57.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[ZhangCW_QwQ's solution](#)

58.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZhangCW_QwQ's solution](#)

59.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-24 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ZhangCW_QwQ's solution](#)

60.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[ZhangCW_QwQ's solution](#)

61.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ZhangCW_QwQ's solution](#)

62.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees

[ZhangCW_QwQ's solution](#)

63.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation

[ZhangCW_QwQ's solution](#)

64.

1457C

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[ZhangCW_QwQ's solution](#)

65.

1631C

[And Matching](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ZhangCW_QwQ's solution](#)

66.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[ZhangCW_QwQ's solution](#)

67.

1404A

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

Quality: 19,393 global accepts · Rating: 1500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ZhangCW_QwQ's solution](#)

68.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ZhangCW_QwQ's solution](#)

69.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ZhangCW_QwQ's solution](#)

70.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,448 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ZhangCW_QwQ's solution](#)

71.

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ZhangCW_QwQ's solution](#)

72.

1671D

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

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-05-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ZhangCW_QwQ's solution](#)

73.

338A

[Quiz](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[ZhangCW_QwQ's solution](#)

74.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[ZhangCW_QwQ's solution](#)

75.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2021-02-09 · last AC: 2021-02-09 · GNU C++11 (first AC) · Tags: binary search, brute force

[ZhangCW_QwQ's solution](#)

76.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[ZhangCW_QwQ's solution](#)

77.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2020-11-28 · last AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZhangCW_QwQ's solution](#)

78.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ZhangCW_QwQ's solution](#)

79.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ZhangCW_QwQ's solution](#)

80.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ZhangCW_QwQ's solution](#)

81.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[ZhangCW_QwQ's solution](#)

82.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[ZhangCW_QwQ's solution](#)

83.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ZhangCW_QwQ's solution](#)

84.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ZhangCW_QwQ's solution](#)

85.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ZhangCW_QwQ's solution](#)

86.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ZhangCW_QwQ's solution](#)

87.

1631D

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

Rating: 1800 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[ZhangCW_QwQ's solution](#)

88.

371D

[Vessels](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1800 · first AC: 2021-02-09 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees

[ZhangCW_QwQ's solution](#)

89.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2020-12-03 · last AC: 2020-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[ZhangCW_QwQ's solution](#)

90.

777D

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

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, strings

[ZhangCW_QwQ's solution](#)

91.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ZhangCW_QwQ's solution](#)

92.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings

[ZhangCW](#) [QwQ's solution](#)

93.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[ZhangCW](#) [QwQ's solution](#)

94.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, implementation

[ZhangCW](#) [QwQ's solution](#)

95.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[ZhangCW](#) [QwQ's solution](#)

96.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[ZhangCW](#) [QwQ's solution](#)

97.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-06-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[ZhangCW](#) [QwQ's solution](#)

98.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · last AC: 2021-02-28 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[ZhangCW](#) [QwQ's solution](#)

99.

1479B1

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[ZhangCW](#) [QwQ's solution](#)

100.

1480D1

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

Rating: 1900 · first AC: 2021-02-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation

[ZhangCW](#) [QwQ's solution](#)

101.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,417 global accepts · Rating: 1900 · first AC: 2021-01-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[ZhangCW](#) [QwQ's solution](#)

102.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[ZhangCW](#) [QwQ's solution](#)

103.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

[ZhangCW](#) [QwQ's solution](#)

104.

1435C

[Perform Easily](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, sortings, two pointers

[ZhangCW](#) [QwQ's solution](#)

105.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[ZhangCW](#) [QwQ's solution](#)

106.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZhangCW](#) [QwQ's solution](#)

107.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[ZhangCW](#) [QwQ's solution](#)

108.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-24 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[ZhangCW](#) [QwQ's solution](#)

109.

338B

[Book of Evil](#) · [Tutorial](#)

Rating: 2000 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ZhangCW](#) [QwQ's solution](#)

110.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[ZhangCW](#) [QwQ's solution](#)

111.

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[ZhangCW](#) [QwQ's solution](#)

112.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: brute force, dp, number theory

[ZhangCW_QwQ's solution](#)

113.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-05-11 · last AC: 2022-05-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[ZhangCW_QwQ's solution](#)

114.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[ZhangCW_QwQ's solution](#)

115.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,923 global accepts · Rating: 2100 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[ZhangCW_QwQ's solution](#)

116.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[ZhangCW_QwQ's solution](#)

117.

665E

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

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[ZhangCW_QwQ's solution](#)

118.

489F

[Special Matrices](#) · [Tutorial](#)

Quality: 1,940 global accepts · Rating: 2100 · first AC: 2020-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZhangCW_QwQ's solution](#)

119.

1183F

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

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2020-12-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[ZhangCW_QwQ's solution](#)

120.

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2020-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ZhangCW_QwQ's solution](#)

121.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[ZhangCW_QwQ's solution](#)

122.

1631E

[Paint the Middle](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[ZhangCW_QwQ's solution](#)

123.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2021-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[ZhangCW_QwQ's solution](#)

124.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2021-07-13 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[ZhangCW_QwQ's solution](#)

125.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[ZhangCW_QwQ's solution](#)

126.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[ZhangCW_QwQ's solution](#)

127.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[ZhangCW_QwQ's solution](#)

128.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[ZhangCW_QwQ's solution](#)

129.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, math

[ZhangCW_QwQ's solution](#)

130.

623B

[Array GCD](#) · [Tutorial](#)

Quality: 2,370 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory

[ZhangCW_QwQ's solution](#)

131.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[ZhangCW_QwQ's solution](#)

132.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2020-12-02 · last AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

sortings, strings

[ZhangCW_QwQ's solution](#)

133.

715B

[Complete The Graph](#) · [Tutorial](#)

Quality: 3,434 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, shortest paths

[ZhangCW_QwQ's solution](#)

134.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ZhangCW_QwQ's solution](#)

135.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ZhangCW_QwQ's solution](#)

136.

915E

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

Quality: 5,573 global accepts · Rating: 2300 · first AC: 2020-11-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ZhangCW_QwQ's solution](#)

137.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[ZhangCW_QwQ's solution](#)

138.

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[ZhangCW_QwQ's solution](#)

139.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[ZhangCW_QwQ's solution](#)

140.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ZhangCW_QwQ's solution](#)

141.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2021-02-20 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dp

[ZhangCW_QwQ's solution](#)

142.

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ZhangCW_QwQ's solution](#)

143.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2021-01-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[ZhangCW_QwQ's solution](#)

144.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ZhangCW_QwQ's solution](#)

145.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ZhangCW_QwQ's solution](#)

146.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ZhangCW_QwQ's solution](#)

147.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZhangCW_QwQ's solution](#)

148.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft

[ZhangCW_QwQ's solution](#)

149.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings

[ZhangCW_QwQ's solution](#)

150.

55D

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

Quality: 4,621 global accepts · Rating: 2500 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[ZhangCW_QwQ's solution](#)

151.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: flows, graphs, greedy

[ZhangCW_QwQ's solution](#)

152.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[ZhangCW_QwQ's solution](#)

153.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[ZhangCW_QwQ's solution](#)

154.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[ZhangCW_QwQ's solution](#)

155.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZhangCW_QwQ's solution](#)

156.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[ZhangCW_QwQ's solution](#)

157.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, trees

[ZhangCW_QwQ's solution](#)

158.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[ZhangCW_QwQ's solution](#)

159.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings

[ZhangCW_QwQ's solution](#)

160.

755F

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

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[ZhangCW_QwQ's solution](#)

161.

527E

[Data Center Drama](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZhangCW_QwQ's solution](#)

162.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[ZhangCW_QwQ's solution](#)

163.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-04-24 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ZhangCW_QwQ's solution](#)

164.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2700 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[ZhangCW_QwQ's solution](#)

165.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ZhangCW_QwQ's solution](#)

166.

1682E

[Unordered Swaps](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[ZhangCW_QwQ's solution](#)

167.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[ZhangCW_QwQ's solution](#)

168.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[ZhangCW_QwQ's solution](#)

169.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-02-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[ZhangCW_QwQ's solution](#)

170.

605E

[Intergalaxy Trips](#) · [Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-09-03 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[ZhangCW_QwQ's solution](#)

171.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 2700 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ZhangCW_QwQ's solution](#)

172.

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ZhangCW_QwQ's solution](#)

173.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: dp, math

[ZhangCW_QwQ's solution](#)

174.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[ZhangCW_QwQ's solution](#)

175.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[ZhangCW_QwQ's solution](#)

176.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2022-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ZhangCW_QwQ's solution](#)

177.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2022-03-09 · last AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ZhangCW_QwQ's solution](#)

178.

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[ZhangCW_QwQ's solution](#)

179.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: flows

[ZhangCW_QwQ's solution](#)

180.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-06-27 · GNU C++11 (first AC) · Tags: flows, graph matchings

[ZhangCW_QwQ's solution](#)

181.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2022-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ZhangCW_QwQ's solution](#)

182.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[ZhangCW_QwQ's solution](#)

183.

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[ZhangCW_QwQ's solution](#)

184.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2021-02-22 · last AC: 2021-02-22 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[ZhangCW_QwQ's solution](#)

185.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices, probabilities

[ZhangCW_QwQ's solution](#)

186.

407E

[k-d-sequence](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 3100 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZhangCW_QwQ's solution](#)

187.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ZhangCW_QwQ's solution](#)

188.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[ZhangCW_QwQ's solution](#)

189.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[ZhangCW_QwQ's solution](#)

190.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[ZhangCW_QwQ's solution](#)

191.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ZhangCW_QwQ's solution](#)

192.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2020-10-13 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, trees

[ZhangCW_QwQ's solution](#)

193.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ZhangCW_QwQ's solution](#)

194.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[ZhangCW_QwQ's solution](#)

195.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[ZhangCW_QwQ's solution](#)

196.

843D

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

Quality: 1,197 global accepts · Rating: 3400 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ZhangCW_QwQ's solution](#)

197.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[ZhangCW_QwQ's solution](#)

198.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[ZhangCW_QwQ's solution](#)

199.

102900J

[Octasection](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

200.

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

201.

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

202.

103069A

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

Rating: — · first AC: 2022-03-09 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

203.

103069G

[Prof. Pang's sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

204.

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

205.

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

206.

103470I

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

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

207.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

208.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

209.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

210.

103470E

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

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

211.

103470C

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

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

212.

103470M

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

Rating: — · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

213.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[ZhangCW_QwQ's solution](#)

214.

102798G

[Caesar Cipher](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: —

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