

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

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# Unique solved — Zheng\_iii

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

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Filters: none

Count: 1,429

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,067 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

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2.

2208A

[Bingo Candies](#) · [Tutorial](#)

Quality: 20,219 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: [constructive algorithms](#), [math](#)

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3.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [implementation](#)

[Zheng\\_iii's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,538 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

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5.

2204A

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Quality: 21,736 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [implementation](#)

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6.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,681 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

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7.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,462 global accepts · Rating: 800 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: [bitmasks](#), [brute force](#), [greedy](#), [sortings](#)

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8.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,116 global accepts · Rating: 800 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

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9.

2205B

[Simons and Cakes for Success](#) · [Tutorial](#)

Quality: 16,167 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#), [math](#)

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10.

2205A

[Simons and Making It Beautiful](#) · [Tutorial](#)

Quality: 17,294 global accepts · Rating: 800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms  
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**11.**

2203A

[Towers of Boxes](#) · [Tutorial](#)

Quality: 17,981 global accepts · Rating: 800 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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**12.**

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

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**13.**

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,176 global accepts · Rating: 800 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

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**14.**

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

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**15.**

1989A

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**16.**

1976A

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[Zheng\\_iii's solution](#)

**17.**

1760A

[Medium Number](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**18.**

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,295 global accepts · Rating: 800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

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**19.**

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,624 global accepts · Rating: 800 · first AC: 2026-02-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**20.**

1999C

[Showering](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**21.**

1999A

[A+B Again? · Tutorial](#)

Quality: 83,930 global accepts · Rating: 800 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
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**22.**

2193A

[DBMB and the Array · Tutorial](#)

Quality: 42,648 global accepts · Rating: 800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[Zheng\\_iii's solution](#)

**23.**

2193B

[Reverse a Permutation · Tutorial](#)

Quality: 30,115 global accepts · Rating: 800 · first AC: 2026-02-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**24.**

2188A

[Divisible Permutation · Tutorial](#)

Quality: 25,905 global accepts · Rating: 800 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms  
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**25.**

1950C

[Clock Conversion · Tutorial](#)

Quality: 46,902 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Zheng\\_iii's solution](#)

**26.**

1950B

[Upscaling · Tutorial](#)

Quality: 44,211 global accepts · Rating: 800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**27.**

1950A

[Stair, Peak, or Neither? · Tutorial](#)

Quality: 69,443 global accepts · Rating: 800 · first AC: 2026-01-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation  
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**28.**

2185A

[Perfect Root · Tutorial](#)

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**29.**

2184A

[Social Experiment · Tutorial](#)

Quality: 38,081 global accepts · Rating: 800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math  
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**30.**

1428A

[Box is Pull · Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**31.**

2056A

[Shape Perimeter · Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
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**32.**

2183A

[Binary Array Game](#) · [Tutorial](#)

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**33.**

1971B

[Different String](#) · [Tutorial](#)

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**34.**

1971A

[My First Sorting Problem](#) · [Tutorial](#)

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**35.**

1968A

[Maximize?](#) · [Tutorial](#)

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**36.**

1974B

[Symmetric Encoding](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**37.**

443A

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

Quality: 112,040 global accepts · Rating: 800 · first AC: 2026-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

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**38.**

2182B

[New Year Cake](#) · [Tutorial](#)

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**39.**

2182A

[New Year String](#) · [Tutorial](#)

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**40.**

2133B

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**41.**

2176A

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42.

2178A

[Yes or Yes](#) · [Tutorial](#)

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43.

2036B

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44.

2180B

[Ashmal](#) · [Tutorial](#)

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45.

2180A

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46.

2049A

[MEX Destruction](#) · [Tutorial](#)

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47.

2170A

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

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48.

1886A

[Sum of Three](#) · [Tutorial](#)

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49.

2173A

[Sleeping Through Classes](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

50.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

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51.

2051B

[Journey](#) · [Tutorial](#)

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52.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

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**53.**

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

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**54.**

1895A

[Treasure Chest](#) · [Tutorial](#)

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**55.**

2158A

[Suspension](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**56.**

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

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**57.**

1923A

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**58.**

2157A

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**59.**

1862B

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**60.**

1862A

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**61.**

2044C

[Hard Problem](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**62.**

2044B

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**63.**

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math  
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**64.**

2067A

[Adjacent Digit Sums](#) · [Tutorial](#)

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**65.**

1932A

[Thorns and Coins](#) · [Tutorial](#)

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**66.**

2166A

[Same Difference](#) · [Tutorial](#)

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**67.**

1857A

[Array Coloring](#) · [Tutorial](#)

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**68.**

2090A

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**69.**

1978A

[Alice and Books](#) · [Tutorial](#)

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**70.**

1658B

[Marin and Anti-coprime Permutation](#) · [Tutorial](#)

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**71.**

2163A

[Souvlaki VS. Kalamaki](#) · [Tutorial](#)

Quality: 19,594 global accepts · Rating: 800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, sortings  
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**72.**

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

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**73.**

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,825 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

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**74.**

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

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**75.**

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

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**76.**

2084A

[Max and Mod](#) · [Tutorial](#)

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**77.**

2096A

[Wonderful Sticks](#) · [Tutorial](#)

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**78.**

2098A

[Vadim's Collection](#) · [Tutorial](#)

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**79.**

2161A

[Round Trip](#) · [Tutorial](#)

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**80.**

2167B

[Your Name](#) · [Tutorial](#)

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**81.**

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,455 global accepts · Rating: 800 · first AC: 2025-10-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

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**82.**

2093A

[Ideal Generator](#) · [Tutorial](#)

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**83.**

2156A

[Pizza Time](#) · [Tutorial](#)

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**84.**

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,166 global accepts · Rating: 800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, two pointers

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**85.**

2162A

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

Quality: 41,589 global accepts · Rating: 800 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

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**86.**

2160A

[MEX Partition](#) · [Tutorial](#)

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**87.**

2153A

[Circle of Apple Trees](#) · [Tutorial](#)

Quality: 26,369 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

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**88.**

2153B

[Bitwise Reversion](#) · [Tutorial](#)

Quality: 22,587 global accepts · Rating: 800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy

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**89.**

2155A

[El fucho](#) · [Tutorial](#)

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**90.**

2145A

[Candies for Nephews](#) · [Tutorial](#)

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**91.**

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

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**92.**

2137A

[Collatz Conjecture](#) · [Tutorial](#)

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**93.**

2149B

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**94.**

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,904 global accepts · Rating: 800 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**95.**

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,098 global accepts · Rating: 800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force

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**96.**

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**97.**

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,451 global accepts · Rating: 800 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Zheng\\_iii's solution](#)

**98.**

2146A

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

Quality: 21,836 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Zheng\\_iii's solution](#)

**99.**

2147A

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

Quality: 18,629 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**100.**

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,149 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Zheng\\_iii's solution](#)

**101.**

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,699 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers

[Zheng\\_iii's solution](#)

**102.**

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,047 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Zheng\\_iii's solution](#)

**103.**

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,405 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**104.**

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,680 global accepts · Rating: 800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**105.**

2064A

[Brogramming Contest](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 800 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Zheng\\_iii's solution](#)

**106.**

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,418 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, math

[Zheng\\_iii's solution](#)

**107.**

2082A

[Binary Matrix](#) · [Tutorial](#)

Quality: 11,206 global accepts · Rating: 800 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**108.**

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,948 global accepts · Rating: 800 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**109.**

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,657 global accepts · Rating: 800 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Zheng\\_iii's solution](#)

**110.**

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,261 global accepts · Rating: 800 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**111.**

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Zheng\\_iii's solution](#)

**112.**

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,168 global accepts · Rating: 800 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**113.**

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Zheng\\_iii's solution](#)

**114.**

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**115.**

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**116.**

2003B

[Turtle and Piggy Are Playing a Game 2](#) · Tutorial

Quality: 27,528 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Zheng\\_iii's solution](#)

**117.**

2003A

[Turtle and Good Strings](#) · Tutorial

Quality: 32,664 global accepts · Rating: 800 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Zheng\\_iii's solution](#)

**118.**

2007A

[Dora's Set](#) · Tutorial

Quality: 25,252 global accepts · Rating: 800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**119.**

2013A

[Zhan's Blender](#) · Tutorial

Quality: 31,230 global accepts · Rating: 800 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**120.**

2019A

[Max Plus Size](#) · Tutorial

Quality: 27,136 global accepts · Rating: 800 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[Zheng\\_iii's solution](#)

**121.**

2134A

[Painting With Two Colors](#) · Tutorial

Quality: 26,557 global accepts · Rating: 800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[Zheng\\_iii's solution](#)

**122.**

2132A

[Homework](#) · Tutorial

Quality: 43,341 global accepts · Rating: 800 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[Zheng\\_iii's solution](#)

**123.**

1901A

[Line Trip](#) · Tutorial

Quality: 75,295 global accepts · Rating: 800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**124.**

1992B

[Angry Monk](#) · Tutorial

Quality: 37,943 global accepts · Rating: 800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Zheng\\_iii's solution](#)

**125.**

1992A

[Only Pluses](#) · Tutorial

Quality: 49,233 global accepts · Rating: 800 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings

[Zheng\\_iii's solution](#)

**126.**

1913A

[Rating Increase](#) · Tutorial

Quality: 27,262 global accepts · Rating: 800 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**127.**

2131B

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

Quality: 30,951 global accepts · Rating: 800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**128.**

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,865 global accepts · Rating: 800 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**129.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,509 global accepts · Rating: 800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**130.**

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**131.**

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**132.**

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,754 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[Zheng\\_iii's solution](#)

**133.**

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,315 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation

[Zheng\\_iii's solution](#)

**134.**

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,487 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**135.**

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[Zheng\\_iii's solution](#)

**136.**

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,704 global accepts · Rating: 800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings

[Zheng\\_iii's solution](#)

**137.**

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,023 global accepts · Rating: 800 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings

[Zheng\\_iii's solution](#)

**138.**

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,571 global accepts · Rating: 800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[Zheng\\_iii's solution](#)

**139.**

2125A

[Difficult Contest](#) · [Tutorial](#)

Quality: 27,978 global accepts · Rating: 800 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, sortings, strings

[Zheng\\_iii's solution](#)

**140.**

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,203 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**141.**

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,692 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**142.**

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,083 global accepts · Rating: 800 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Zheng\\_iii's solution](#)

**143.**

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**144.**

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,202 global accepts · Rating: 800 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[Zheng\\_iii's solution](#)

**145.**

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Zheng\\_iii's solution](#)

**146.**

2124A

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

Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**147.**

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,199 global accepts · Rating: 800 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Zheng\\_iii's solution](#)

**148.**

2123B

[Tournament](#) · [Tutorial](#)

Quality: 34,910 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**149.**

2123A

[Blackboard Game](#) · [Tutorial](#)

Quality: 41,689 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**150.**

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**151.**

2043A

[Coin Transformation](#) · [Tutorial](#)

Quality: 26,988 global accepts · Rating: 800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Zheng\\_iii's solution](#)

**152.**

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,942 global accepts · Rating: 800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[Zheng\\_iii's solution](#)

**153.**

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,280 global accepts · Rating: 800 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[Zheng\\_iii's solution](#)

**154.**

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,492 global accepts · Rating: 800 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Zheng\\_iii's solution](#)

**155.**

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings, greedy

[Zheng\\_iii's solution](#)

**156.**

2118A

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

Quality: 29,116 global accepts · Rating: 800 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**157.**

2112A

[Race](#) · [Tutorial](#)

Quality: 29,261 global accepts · Rating: 800 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**158.**

2071A

[The Play Never Ends](#) · [Tutorial](#)

Quality: 27,840 global accepts · Rating: 800 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**159.**

2078A

[Final Verdict](#) · [Tutorial](#)

Quality: 23,297 global accepts · Rating: 800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**160.**

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**161.**

2121B

[Above the Clouds](#) · [Tutorial](#)

Quality: 32,495 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, strings

[Zheng\\_iii's solution](#)

**162.**

2121A

[Letter Home](#) · [Tutorial](#)

Quality: 39,280 global accepts · Rating: 800 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[Zheng\\_iii's solution](#)

**163.**

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,687 global accepts · Rating: 800 · first AC: 2025-06-13 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[Zheng\\_iii's solution](#)

**164.**

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Zheng\\_iii's solution](#)

**165.**

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,947 global accepts · Rating: 800 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Zheng\\_iii's solution](#)

**166.**

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,699 global accepts · Rating: 800 · first AC: 2024-11-01 · last AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[Zheng\\_iii's solution](#)

**167.**

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,167 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**168.**

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,046 global accepts · Rating: 800 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Zheng\\_iii's solution](#)

**169.**

2110A

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

Quality: 29,830 global accepts · Rating: 800 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[Zheng\\_iii's solution](#)

**170.**

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,948 global accepts · Rating: 800 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math  
[Zheng\\_iii's solution](#)

**171.**

2106A

[Dr. TC](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 800 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math  
[Zheng\\_iii's solution](#)

**172.**

2107A

[LRC and VIP](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 800 · first AC: 2025-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, number theory  
[Zheng\\_iii's solution](#)

**173.**

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-05-02 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Zheng\\_iii's solution](#)

**174.**

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,908 global accepts · Rating: 800 · first AC: 2025-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
[Zheng\\_iii's solution](#)

**175.**

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,692 global accepts · Rating: 800 · first AC: 2024-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Zheng\\_iii's solution](#)

**176.**

112A

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

Quality: 287,236 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[Zheng\\_iii's solution](#)

**177.**

263A

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 317,974 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation  
[Zheng\\_iii's solution](#)

**178.**

50A

[Domino piling](#) · [Tutorial](#)

Quality: 318,691 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math  
[Zheng\\_iii's solution](#)

**179.**

158A

[Next Round](#) · [Tutorial](#)

Quality: 320,454 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: \*special, implementation

[Zheng\\_iii's solution](#)

**180.**

282A

[Bit++](#) · [Tutorial](#)

Quality: 358,258 global accepts · Rating: 800 · first AC: 2024-11-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**181.**

231A

[Team](#) · [Tutorial](#)

Quality: 430,231 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**182.**

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,226 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: strings

[Zheng\\_iii's solution](#)

**183.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,781 global accepts · Rating: 800 · first AC: 2024-11-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[Zheng\\_iii's solution](#)

**184.**

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**185.**

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,376 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Zheng\\_iii's solution](#)

**186.**

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**187.**

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Zheng\\_iii's solution](#)

**188.**

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[Zheng\\_iii's solution](#)

**189.**

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**190.**

1899A

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

Quality: 92,738 global accepts · Rating: 800 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: games, math, number theory

[Zheng\\_iii's solution](#)

**191.**

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**192.**

1867A

[green gold dog.array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[Zheng\\_iii's solution](#)

**193.**

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**194.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,599 global accepts · Rating: 800 · first AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[Zheng\\_iii's solution](#)

**195.**

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,419 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**196.**

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,340 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math

[Zheng\\_iii's solution](#)

**197.**

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**198.**

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**199.**

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

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**200.**

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,058 global accepts · Rating: 800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

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**201.**

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,202 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

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**202.**

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Zheng\\_iii's solution](#)

**203.**

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,541 global accepts · Rating: 800 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**204.**

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,498 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[Zheng\\_iii's solution](#)

**205.**

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,102 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, two pointers

[Zheng\\_iii's solution](#)

**206.**

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,309 global accepts · Rating: 800 · first AC: 2023-07-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**207.**

1845A

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

Quality: 47,342 global accepts · Rating: 800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[Zheng\\_iii's solution](#)

**208.**

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,796 global accepts · Rating: 800 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[Zheng\\_iii's solution](#)

**209.**

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[Zheng\\_iii's solution](#)

**210.**

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,654 global accepts · Rating: 800 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**211.**

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,051 global accepts · Rating: 800 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings, two pointers

[Zheng\\_iii's solution](#)

**212.**

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,893 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**213.**

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,082 global accepts · Rating: 800 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**214.**

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Zheng\\_iii's solution](#)

**215.**

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Zheng\\_iii's solution](#)

**216.**

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation

[Zheng\\_iii's solution](#)

**217.**

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,025 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**218.**

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,691 global accepts · Rating: 800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**219.**

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**220.**

1818A

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Quality: 14,387 global accepts · Rating: 800 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**221.**

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Zheng\\_iii's solution](#)

**222.**

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Zheng\\_iii's solution](#)

**223.**

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**224.**

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,331 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, strings

[Zheng\\_iii's solution](#)

**225.**

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,350 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**226.**

1807A

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Quality: 84,711 global accepts · Rating: 800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**227.**

1794A

[Prefix and Suffix Array](#) · [Tutorial](#)

Quality: 18,824 global accepts · Rating: 800 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: strings

[Zheng\\_iii's solution](#)

**228.**

1799A

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**229.**

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,963 global accepts · Rating: 800 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[Zheng\\_iii's solution](#)

**230.**

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[Zheng\\_iii's solution](#)

**231.**

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,963 global accepts · Rating: 800 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**232.**

1795A

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Quality: 24,651 global accepts · Rating: 800 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[Zheng\\_iii's solution](#)

**233.**

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**234.**

1788A

[One and Two](#) · [Tutorial](#)

Quality: 52,984 global accepts · Rating: 800 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[Zheng\\_iii's solution](#)

**235.**

1786A2

[Alternating Deck \(hard version\)](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**236.**

1786A1

[Non-alternating Deck \(easy version\)](#) · [Tutorial](#)

Quality: 14,819 global accepts · Rating: 800 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[Zheng\\_iii's solution](#)

**237.**

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,159 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, two pointers

[Zheng\\_iii's solution](#)

**238.**

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,662 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation

[Zheng\\_iii's solution](#)

**239.**

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,612 global accepts · Rating: 800 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**240.**

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,751 global accepts · Rating: 800 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**241.**

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 800 · first AC: 2023-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**242.**

1787A

[Exponential Equation](#) · [Tutorial](#)

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**243.**

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,995 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**244.**

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,046 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, strings

[Zheng\\_iii's solution](#)

**245.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[Zheng\\_iii's solution](#)

**246.**

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**247.**

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 800 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**248.**

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**249.**

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[Zheng\\_iii's solution](#)

**250.**

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,711 global accepts · Rating: 800 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[Zheng\\_iii's solution](#)

**251.**

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[Zheng\\_iii's solution](#)

**252.**

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 900 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Zheng\\_iii's solution](#)

**253.**

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-26 · last AC: 2025-12-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**254.**

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,583 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Zheng\\_iii's solution](#)

**255.**

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**256.**

1354A

[Alarm Clock](#) · [Tutorial](#)

Quality: 24,891 global accepts · Rating: 900 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**257.**

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,195 global accepts · Rating: 900 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[Zheng\\_iii's solution](#)

**258.**

1954A

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Quality: 27,628 global accepts · Rating: 900 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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**259.**

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,862 global accepts · Rating: 900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**260.**

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,099 global accepts · Rating: 900 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

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**261.**

2166B

[Tab Closing](#) · [Tutorial](#)

Quality: 18,115 global accepts · Rating: 900 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**262.**

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,543 global accepts · Rating: 900 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**263.**

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,834 global accepts · Rating: 900 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**264.**

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,074 global accepts · Rating: 900 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**265.**

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,139 global accepts · Rating: 900 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**266.**

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[Zheng\\_iii's solution](#)

**267.**

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**268.**

2094C

[Brr Brrr Patapim](#) · [Tutorial](#)

Quality: 30,489 global accepts · Rating: 900 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**269.**

2148C

[Pacer](#) · [Tutorial](#)

Quality: 25,338 global accepts · Rating: 900 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**270.**

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,935 global accepts · Rating: 900 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, strings

[Zheng\\_iii's solution](#)

**271.**

2140B

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

Quality: 22,131 global accepts · Rating: 900 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**272.**

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**273.**

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[Zheng\\_iii's solution](#)

**274.**

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings

[Zheng\\_iii's solution](#)

**275.**

2007B

[Index and Maximum Value](#) · [Tutorial](#)

Quality: 25,592 global accepts · Rating: 900 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**276.**

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,242 global accepts · Rating: 900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Zheng\\_iii's solution](#)

**277.**

2132B

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

Quality: 33,547 global accepts · Rating: 900 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: math  
[Zheng\\_iii's solution](#)

**278.**

1992C

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

Quality: 33,257 global accepts · Rating: 900 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Zheng\\_iii's solution](#)

**279.**

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,263 global accepts · Rating: 900 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math  
[Zheng\\_iii's solution](#)

**280.**

2125B

[Left and Down](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 900 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[Zheng\\_iii's solution](#)

**281.**

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2025-07-14 · last AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy  
[Zheng\\_iii's solution](#)

**282.**

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,305 global accepts · Rating: 900 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math  
[Zheng\\_iii's solution](#)

**283.**

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,784 global accepts · Rating: 900 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, sortings  
[Zheng\\_iii's solution](#)

**284.**

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,343 global accepts · Rating: 900 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: strings  
[Zheng\\_iii's solution](#)

**285.**

2102B

[The Picky Cat](#) · [Tutorial](#)

Quality: 19,837 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings  
[Zheng\\_iii's solution](#)

**286.**

2102A

[Dinner Time](#) · [Tutorial](#)

Quality: 21,463 global accepts · Rating: 900 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Zheng\\_iii's solution](#)

**287.**

2106B

[St. Chroma](#) · [Tutorial](#)

Quality: 28,382 global accepts · Rating: 900 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[Zheng\\_iii's solution](#)

**288.**

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,548 global accepts · Rating: 900 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[Zheng\\_iii's solution](#)

**289.**

1869A

[Make It Zero](#) · [Tutorial](#)

Quality: 40,055 global accepts · Rating: 900 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[Zheng\\_iii's solution](#)

**290.**

1559B

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

Quality: 24,137 global accepts · Rating: 900 · first AC: 2023-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
[Zheng\\_iii's solution](#)

**291.**

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,920 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory  
[Zheng\\_iii's solution](#)

**292.**

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,806 global accepts · Rating: 900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings  
[Zheng\\_iii's solution](#)

**293.**

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math  
[Zheng\\_iii's solution](#)

**294.**

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,621 global accepts · Rating: 900 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings  
[Zheng\\_iii's solution](#)

**295.**

1768B

[Quick Sort](#) · [Tutorial](#)

Quality: 25,635 global accepts · Rating: 900 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[Zheng\\_iii's solution](#)

**296.**

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[Zheng\\_iii's solution](#)

**297.**

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings

[Zheng\\_iii's solution](#)

**298.**

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,759 global accepts · Rating: 900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation

[Zheng\\_iii's solution](#)

**299.**

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,865 global accepts · Rating: 900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**300.**

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, greedy

[Zheng\\_iii's solution](#)

**301.**

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[Zheng\\_iii's solution](#)

**302.**

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**303.**

2204C

[Spring](#) · [Tutorial](#)

Quality: 17,392 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**304.**

2203B

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

Quality: 14,287 global accepts · Rating: 1000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, fft, greedy, math

[Zheng\\_iii's solution](#)

**305.**

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,329 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**306.**

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2026-02-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[Zheng\\_iii's solution](#)

**307.**

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,715 global accepts · Rating: 1000 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**308.**

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,745 global accepts · Rating: 1000 · first AC: 2026-02-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms,

implementation

[Zheng\\_iii's solution](#)

**309.**

2188B

[Seats](#) · [Tutorial](#)

Quality: 21,011 global accepts · Rating: 1000 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**310.**

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[Zheng\\_iii's solution](#)

**311.**

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,902 global accepts · Rating: 1000 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[Zheng\\_iii's solution](#)

**312.**

2051C

[Preparing for the Exam](#) · [Tutorial](#)

Quality: 28,010 global accepts · Rating: 1000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[Zheng\\_iii's solution](#)

**313.**

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,818 global accepts · Rating: 1000 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[Zheng\\_iii's solution](#)

**314.**

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,251 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Zheng\\_iii's solution](#)

**315.**

2093C

[Simple Repetition](#) · [Tutorial](#)

Quality: 30,844 global accepts · Rating: 1000 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**316.**

2156B

[Strange Machine](#) · [Tutorial](#)

Quality: 20,762 global accepts · Rating: 1000 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, implementation

[Zheng\\_iii's solution](#)

**317.**

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,812 global accepts · Rating: 1000 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**318.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[Zheng\\_iii's solution](#)

**319.**

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**320.**

2145B

[Deck of Cards](#) · [Tutorial](#)

Quality: 21,547 global accepts · Rating: 1000 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**321.**

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[Zheng\\_iii's solution](#)

**322.**

2147B

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

Quality: 16,960 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**323.**

2148D

[Destruction of the Dandelion Fields](#) · [Tutorial](#)

Quality: 26,738 global accepts · Rating: 1000 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[Zheng\\_iii's solution](#)

**324.**

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,913 global accepts · Rating: 1000 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**325.**

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[Zheng\\_iii's solution](#)

**326.**

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,470 global accepts · Rating: 1000 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**327.**

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**328.**

2132C1

[The Cunning Seller \(easy version\)](#) · [Tutorial](#)

Quality: 27,735 global accepts · Rating: 1000 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**329.**

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,246 global accepts · Rating: 1000 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: strings

[Zheng\\_iii's solution](#)

**330.**

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[Zheng\\_iii's solution](#)

**331.**

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,833 global accepts · Rating: 1000 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**332.**

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,271 global accepts · Rating: 1000 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**333.**

2123C

[Prefix Min and Suffix Max](#) · [Tutorial](#)

Quality: 30,879 global accepts · Rating: 1000 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures

[Zheng\\_iii's solution](#)

**334.**

2106C

[Cherry Bomb](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1000 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[Zheng\\_iii's solution](#)

**335.**

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**336.**

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,070 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[Zheng\\_iii's solution](#)

**337.**

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Zheng\\_iii's solution](#)

**338.**

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**339.**

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,570 global accepts · Rating: 1000 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, two pointers

[Zheng\\_iii's solution](#)

**340.**

1825B

[LuoTianyi and the Table](#) · [Tutorial](#)

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**341.**

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,165 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation

[Zheng\\_iii's solution](#)

**342.**

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,347 global accepts · Rating: 1000 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[Zheng\\_iii's solution](#)

**343.**

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**344.**

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,956 global accepts · Rating: 1000 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**345.**

1786C

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**346.**

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,264 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, strings

[Zheng\\_iii's solution](#)

**347.**

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math

[Zheng\\_iii's solution](#)

**348.**

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,621 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[Zheng\\_iii's solution](#)

**349.**

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,272 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Zheng\\_iii's solution](#)

**350.**

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,572 global accepts · Rating: 1100 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Zheng\\_iii's solution](#)

**351.**

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**352.**

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[Zheng\\_iii's solution](#)

**353.**

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**354.**

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**355.**

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,853 global accepts · Rating: 1100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[Zheng\\_iii's solution](#)

**356.**

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,197 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**357.**

2183B

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

Quality: 16,173 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**358.**

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,298 global accepts · Rating: 1100 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[Zheng\\_iii's solution](#)

**359.**

2036C

[Anya and 1100](#) · [Tutorial](#)

Quality: 22,199 global accepts · Rating: 1100 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Zheng\\_iii's solution](#)

**360.**

2173B

[Niko's Tactical Cards](#) · [Tutorial](#)

Quality: 18,127 global accepts · Rating: 1100 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[Zheng\\_iii's solution](#)

**361.**

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,879 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Zheng\\_iii's solution](#)

**362.**

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,084 global accepts · Rating: 1100 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, implementation, sortings

[Zheng\\_iii's solution](#)

**363.**

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,100 global accepts · Rating: 1100 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**364.**

2171C1

[Renako Amaori and XOR Game \(easy version\)](#) · [Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Zheng\\_iii's solution](#)

**365.**

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,713 global accepts · Rating: 1100 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[Zheng\\_iii's solution](#)

**366.**

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,760 global accepts · Rating: 1100 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[Zheng\\_iii's solution](#)

**367.**

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**368.**

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1100 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[Zheng\\_iii's solution](#)

**369.**

2160B

[Distinct Elements](#) · [Tutorial](#)

Quality: 17,761 global accepts · Rating: 1100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**370.**

2155B

[Abraham's Great Escape](#) · [Tutorial](#)

Quality: 16,988 global accepts · Rating: 1100 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Zheng\\_iii's solution](#)

**371.**

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,921 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**372.**

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,860 global accepts · Rating: 1100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[Zheng\\_iii's solution](#)

**373.**

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[Zheng\\_iii's solution](#)

**374.**

2107B

[Apples in Boxes](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1100 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[Zheng\\_iii's solution](#)

**375.**

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**376.**

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zheng\\_iii's solution](#)

**377.**

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[Zheng\\_iii's solution](#)

**378.**

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,447 global accepts · Rating: 1100 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**379.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**380.**

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**381.**

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,972 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[Zheng\\_iii's solution](#)

**382.**

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,418 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**383.**

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,615 global accepts · Rating: 1100 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**384.**

2125C

[Count Good Numbers](#) · [Tutorial](#)

Quality: 22,750 global accepts · Rating: 1100 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[Zheng\\_iii's solution](#)

**385.**

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**386.**

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,277 global accepts · Rating: 1100 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**387.**

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,436 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[Zheng\\_iii's solution](#)

**388.**

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,883 global accepts · Rating: 1100 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[Zheng\\_iii's solution](#)

**389.**

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[Zheng\\_iii's solution](#)

**390.**

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,732 global accepts · Rating: 1100 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**391.**

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,689 global accepts · Rating: 1100 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Zheng\\_iii's solution](#)

**392.**

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,116 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**393.**

2071B

[Perfecto](#) · [Tutorial](#)

Quality: 20,886 global accepts · Rating: 1100 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**394.**

2078B

[Vicious Labyrinth](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1100 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation, math

[Zheng\\_iii's solution](#)

**395.**

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**396.**

2024B

[Buying Lemonade](#) · [Tutorial](#)

Quality: 17,043 global accepts · Rating: 1100 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, sortings

[Zheng\\_iii's solution](#)

**397.**

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, games, greedy

[Zheng\\_iii's solution](#)

**398.**

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,592 global accepts · Rating: 1100 · first AC: 2024-11-01 · last AC: 2025-06-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**399.**

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**400.**

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Zheng\\_iii's solution](#)

**401.**

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,498 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**402.**

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,356 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, number theory

[Zheng\\_iii's solution](#)

**403.**

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,860 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers

[Zheng\\_iii's solution](#)

**404.**

1869B

[2D Traveling](#) · [Tutorial](#)

Quality: 25,720 global accepts · Rating: 1100 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, shortest paths, sortings

[Zheng\\_iii's solution](#)

**405.**

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,631 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[Zheng\\_iii's solution](#)

**406.**

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,614 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[Zheng\\_iii's solution](#)

**407.**

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math

[Zheng\\_iii's solution](#)

**408.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 1100 · first AC: 2023-06-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Zheng\\_iii's solution](#)

**409.**

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,724 global accepts · Rating: 1100 · first AC: 2023-06-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, math

[Zheng\\_iii's solution](#)

**410.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,490 global accepts · Rating: 1100 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings, two pointers

[Zheng\\_iii's solution](#)

**411.**

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 1100 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, implementation

[Zheng\\_iii's solution](#)

**412.**

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**413.**

1821B

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

Quality: 28,329 global accepts · Rating: 1100 · first AC: 2023-04-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**414.**

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,250 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**415.**

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,844 global accepts · Rating: 1100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**416.**

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,088 global accepts · Rating: 1100 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**417.**

1791G1

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

Quality: 33,918 global accepts · Rating: 1100 · first AC: 2023-02-03 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**418.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**419.**

1788B

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

Quality: 22,357 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[Zheng\\_iii's solution](#)

**420.**

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,283 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Zheng\\_iii's solution](#)

**421.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**422.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**423.**

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,976 global accepts · Rating: 1100 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[Zheng\\_iii's solution](#)

**424.**

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,319 global accepts · Rating: 1100 · first AC: 2023-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**425.**

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**426.**

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[Zheng\\_iii's solution](#)

**427.**

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[Zheng\\_iii's solution](#)

**428.**

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[Zheng\\_iii's solution](#)

**429.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy

[Zheng\\_iii's solution](#)

**430.**

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,516 global accepts · Rating: 1200 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[Zheng\\_iii's solution](#)

**431.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,698 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[Zheng\\_iii's solution](#)

**432.**

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1200 · first AC: 2025-07-27 · last AC: 2025-12-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**433.**

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,286 global accepts · Rating: 1200 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**434.**

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, math

[Zheng\\_iii's solution](#)

**435.**

2051D

[Counting Pairs](#) · [Tutorial](#)

Quality: 23,918 global accepts · Rating: 1200 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[Zheng\\_iii's solution](#)

**436.**

1354B

[Ternary String](#) · [Tutorial](#)

Quality: 35,287 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, two pointers

[Zheng\\_iii's solution](#)

**437.**

2158B

[Split](#) · [Tutorial](#)

Quality: 13,947 global accepts · Rating: 1200 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**438.**

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**439.**

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**440.**

2067B

[Two Large Bags](#) · [Tutorial](#)

Quality: 18,992 global accepts · Rating: 1200 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, sortings

[Zheng\\_iii's solution](#)

**441.**

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,580 global accepts · Rating: 1200 · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**442.**

2161C

[Loyalty](#) · [Tutorial](#)

Quality: 12,553 global accepts · Rating: 1200 · first AC: 2025-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**443.**

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,121 global accepts · Rating: 1200 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory

[Zheng\\_iii's solution](#)

**444.**

2048C

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

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[Zheng\\_iii's solution](#)

**445.**

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[Zheng\\_iii's solution](#)

**446.**

1859C

[Another Permutation Problem](#) · [Tutorial](#)

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math

[Zheng\\_iii's solution](#)

**447.**

2148E

[Split](#) · [Tutorial](#)

Quality: 14,063 global accepts · Rating: 1200 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[Zheng\\_iii's solution](#)

**448.**

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,335 global accepts · Rating: 1200 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[Zheng\\_iii's solution](#)

**449.**

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,574 global accepts · Rating: 1200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**450.**

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,545 global accepts · Rating: 1200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**451.**

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Zheng\\_iii's solution](#)

**452.**

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 1200 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[Zheng\\_iii's solution](#)

**453.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[Zheng\\_iii's solution](#)

**454.**

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math  
[Zheng\\_iii's solution](#)

**455.**

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation  
[Zheng\\_iii's solution](#)

**456.**

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,871 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory  
[Zheng\\_iii's solution](#)

**457.**

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,004 global accepts · Rating: 1200 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation  
[Zheng\\_iii's solution](#)

**458.**

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,623 global accepts · Rating: 1200 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math  
[Zheng\\_iii's solution](#)

**459.**

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,489 global accepts · Rating: 1200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math  
[Zheng\\_iii's solution](#)

**460.**

2126D

[This Is the Last Time](#) · [Tutorial](#)

Quality: 24,012 global accepts · Rating: 1200 · first AC: 2025-07-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings  
[Zheng\\_iii's solution](#)

**461.**

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,304 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math  
[Zheng\\_iii's solution](#)

**462.**

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,665 global accepts · Rating: 1200 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math  
[Zheng\\_iii's solution](#)

**463.**

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory  
[Zheng\\_iii's solution](#)

**464.**

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, matrices  
[Zheng\\_iii's solution](#)

**465.**

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,743 global accepts · Rating: 1200 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation  
[Zheng\\_iii's solution](#)

**466.**

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,068 global accepts · Rating: 1200 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy  
[Zheng\\_iii's solution](#)

**467.**

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,098 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[Zheng\\_iii's solution](#)

**468.**

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy  
[Zheng\\_iii's solution](#)

**469.**

1875B

[Jellyfish and Game](#) · [Tutorial](#)

Rating: 1200 · first AC: 2023-10-08 · last AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation  
[Zheng\\_iii's solution](#)

**470.**

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math  
[Zheng\\_iii's solution](#)

**471.**

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[Zheng\\_iii's solution](#)

**472.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,393 global accepts · Rating: 1200 · first AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[Zheng\\_iii's solution](#)

**473.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**474.**

1800D

[Remove Two Letters](#) · [Tutorial](#)

Quality: 29,346 global accepts · Rating: 1200 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, strings

[Zheng\\_iii's solution](#)

**475.**

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,740 global accepts · Rating: 1200 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**476.**

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,097 global accepts · Rating: 1200 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[Zheng\\_iii's solution](#)

**477.**

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,560 global accepts · Rating: 1200 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[Zheng\\_iii's solution](#)

**478.**

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**479.**

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,107 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Zheng\\_iii's solution](#)

**480.**

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,781 global accepts · Rating: 1300 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**481.**

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,049 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

**482.**

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2026-02-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math  
[Zheng\\_iii's solution](#)

**483.**

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths  
[Zheng\\_iii's solution](#)

**484.**

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[Zheng\\_iii's solution](#)

**485.**

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,201 global accepts · Rating: 1300 · first AC: 2026-02-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory, shortest paths  
[Zheng\\_iii's solution](#)

**486.**

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[Zheng\\_iii's solution](#)

**487.**

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,512 global accepts · Rating: 1300 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math  
[Zheng\\_iii's solution](#)

**488.**

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,222 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math  
[Zheng\\_iii's solution](#)

**489.**

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation  
[Zheng\\_iii's solution](#)

**490.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,719 global accepts · Rating: 1300 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings  
[Zheng\\_iii's solution](#)

**491.**

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,669 global accepts · Rating: 1300 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers  
[Zheng\\_iii's solution](#)

**492.**

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[Zheng\\_iii's solution](#)

**493.**

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,639 global accepts · Rating: 1300 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Zheng\\_iii's solution](#)

**494.**

2166C

[Cyclic Merging](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy

[Zheng\\_iii's solution](#)

**495.**

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Zheng\\_iii's solution](#)

**496.**

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**497.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1300 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, strings

[Zheng\\_iii's solution](#)

**498.**

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation

[Zheng\\_iii's solution](#)

**499.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,311 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[Zheng\\_iii's solution](#)

**500.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,099 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[Zheng\\_iii's solution](#)

**501.**

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**502.**

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,787 global accepts · Rating: 1300 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[Zheng\\_iii's solution](#)

**503.**

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**504.**

1913C

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

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2025-08-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[Zheng\\_iii's solution](#)

**505.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Zheng\\_iii's solution](#)

**506.**

2130C

[Double Perspective](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Zheng\\_iii's solution](#)

**507.**

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory, two pointers

[Zheng\\_iii's solution](#)

**508.**

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[Zheng\\_iii's solution](#)

**509.**

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,502 global accepts · Rating: 1300 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**510.**

2124C

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

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · last AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[Zheng\\_iii's solution](#)

**511.**

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,302 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[Zheng\\_iii's solution](#)

**512.**

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[Zheng\\_iii's solution](#)

**513.**

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,727 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[Zheng\\_iii's solution](#)

**514.**

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,525 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Zheng\\_iii's solution](#)

**515.**

2121D

[1709](#) · [Tutorial](#)

Quality: 18,205 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[Zheng\\_iii's solution](#)

**516.**

2024C

[Concatenation of Arrays](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[Zheng\\_iii's solution](#)

**517.**

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,714 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**518.**

2102C

[Mex in the Grid](#) · [Tutorial](#)

Rating: 1300 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**519.**

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**520.**

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory

[Zheng\\_iii's solution](#)

**521.**

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,274 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**522.**

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,113 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[Zheng\\_iii's solution](#)

**523.**

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive

[Zheng\\_iii's solution](#)

**524.**

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**525.**

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**526.**

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,586 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory

[Zheng\\_iii's solution](#)

**527.**

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,850 global accepts · Rating: 1300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[Zheng\\_iii's solution](#)

**528.**

1826C

[Dreaming of Freedom](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**529.**

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**530.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**531.**

1807E

[Interview](#) · [Tutorial](#)

Quality: 16,774 global accepts · Rating: 1300 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, interactive

[Zheng\\_iii's solution](#)

**532.**

1794C

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

Quality: 22,083 global accepts · Rating: 1300 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Zheng\\_iii's solution](#)

**533.**

1776H

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

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[Zheng\\_iii's solution](#)

**534.**

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, sortings

[Zheng\\_iii's solution](#)

**535.**

1778B

[The Forbidden Permutation](#) · [Tutorial](#)

Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**536.**

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,736 global accepts · Rating: 1300 · first AC: 2023-01-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[Zheng\\_iii's solution](#)

**537.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,915 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs

[Zheng\\_iii's solution](#)

**538.**

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**539.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[Zheng\\_iii's solution](#)

**540.**

2190B1

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

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[Zheng\\_iii's solution](#)

**541.**

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1400 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[Zheng\\_iii's solution](#)

**542.**

1974C

[Beautiful Triple Pairs](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1400 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures

[Zheng\\_iii's solution](#)

**543.**

1970C1

[Game on Tree \(Easy\)](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1400 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[Zheng\\_iii's solution](#)

**544.**

2173C

[Kanade's Perfect Multiples](#) · [Tutorial](#)

Quality: 12,385 global accepts · Rating: 1400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[Zheng\\_iii's solution](#)

**545.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, hashing, implementation, math

[Zheng\\_iii's solution](#)

**546.**

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1400 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy

[Zheng\\_iii's solution](#)

**547.**

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,453 global accepts · Rating: 1400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**548.**

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,247 global accepts · Rating: 1400 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**549.**

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,578 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[Zheng\\_iii's solution](#)

**550.**

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,842 global accepts · Rating: 1400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy

[Zheng\\_iii's solution](#)

**551.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1400 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[Zheng\\_iii's solution](#)

**552.**

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,700 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Zheng\\_iii's solution](#)

**553.**

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[Zheng\\_iii's solution](#)

**554.**

2098B

[Sasha and the Apartment Purchase](#) · [Tutorial](#)

Quality: 7,885 global accepts · Rating: 1400 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[Zheng\\_iii's solution](#)

**555.**

2156C

[Maximum GCD on Whiteboard](#) · [Tutorial](#)

Quality: 12,284 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**556.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math

[Zheng\\_iii's solution](#)

**557.**

1506D

[Epic Transformation](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zheng\\_iii's solution](#)

**558.**

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2025-09-03 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[Zheng\\_iii's solution](#)

**559.**

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, strings

[Zheng\\_iii's solution](#)

**560.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**561.**

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[Zheng\\_iii's solution](#)

**562.**

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,064 global accepts · Rating: 1400 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[Zheng\\_iii's solution](#)

**563.**

2111D

[Creating a Schedule](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**564.**

2123E

[MEX Count](#) · [Tutorial](#)

Quality: 14,906 global accepts · Rating: 1400 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**565.**

2020C

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

Quality: 18,297 global accepts · Rating: 1400 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search

[Zheng\\_iii's solution](#)

**566.**

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[Zheng\\_iii's solution](#)

**567.**

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, sortings, two pointers

[Zheng\\_iii's solution](#)

**568.**

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,641 global accepts · Rating: 1400 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Zheng\\_iii's solution](#)

**569.**

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,008 global accepts · Rating: 1400 · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[Zheng\\_iii's solution](#)

**570.**

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,727 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings

[Zheng\\_iii's solution](#)

**571.**

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,243 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, sortings

[Zheng\\_iii's solution](#)

**572.**

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,749 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[Zheng\\_iii's solution](#)

**573.**

1855C1

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

Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**574.**

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings

[Zheng\\_iii's solution](#)

**575.**

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,308 global accepts · Rating: 1400 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Zheng\\_iii's solution](#)

**576.**

1831C

[Copil Copac Draws Trees](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Zheng\\_iii's solution](#)

**577.**

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,150 global accepts · Rating: 1400 · first AC: 2023-05-21 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Zheng\\_iii's solution](#)

**578.**

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**579.**

1825C

[LuoTianyi and the Show](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**580.**

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[Zheng\\_iii's solution](#)

**581.**

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,586 global accepts · Rating: 1400 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings

[Zheng\\_iii's solution](#)

**582.**

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[Zheng\\_iii's solution](#)

**583.**

2205C

[Simons and Posting Blogs](#) · [Tutorial](#)

Quality: 7,728 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**584.**

2203C

[Test Generator](#) · [Tutorial](#)

Quality: 7,028 global accepts · Rating: 1500 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, greedy, math

[Zheng\\_iii's solution](#)

**585.**

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[Zheng\\_iii's solution](#)

**586.**

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,542 global accepts · Rating: 1500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[Zheng\\_iii's solution](#)

**587.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[Zheng\\_iii's solution](#)

**588.**

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,854 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[Zheng\\_iii's solution](#)

**589.**

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[Zheng\\_iii's solution](#)

**590.**

2163C

[Monopati](#) · [Tutorial](#)

Quality: 9,025 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Zheng\\_iii's solution](#)

**591.**

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,515 global accepts · Rating: 1500 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[Zheng\\_iii's solution](#)

**592.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,774 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**593.**

2155C

[The Ancient Wizards' Capes](#) · [Tutorial](#)

Quality: 10,252 global accepts · Rating: 1500 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[Zheng\\_iii's solution](#)

**594.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,458 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[Zheng\\_iii's solution](#)

**595.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,743 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[Zheng\\_iii's solution](#)

**596.**

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[Zheng\\_iii's solution](#)

**597.**

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[Zheng\\_iii's solution](#)

**598.**

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,372 global accepts · Rating: 1500 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, games, greedy

[Zheng\\_iii's solution](#)

**599.**

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,169 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[Zheng\\_iii's solution](#)

**600.**

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2025-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[Zheng\\_iii's solution](#)

**601.**

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[Zheng\\_iii's solution](#)

**602.**

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[Zheng\\_iii's solution](#)

**603.**

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2025-08-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**604.**

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,896 global accepts · Rating: 1500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**605.**

891A

[Pride](#) · [Tutorial](#)

Quality: 14,279 global accepts · Rating: 1500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Zheng\\_iii's solution](#)

**606.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[Zheng\\_iii's solution](#)

**607.**

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,629 global accepts · Rating: 1500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[Zheng\\_iii's solution](#)

**608.**

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[Zheng\\_iii's solution](#)

**609.**

2070C

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

Quality: 13,826 global accepts · Rating: 1500 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy

[Zheng\\_iii's solution](#)

**610.**

2069C

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

Quality: 14,820 global accepts · Rating: 1500 · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[Zheng\\_iii's solution](#)

**611.**

2078C

[Breach of Faith](#) · [Tutorial](#)

Rating: 1500 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, probabilities, sortings

[Zheng\\_iii's solution](#)

**612.**

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,678 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[Zheng\\_iii's solution](#)

**613.**

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1500 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings

[Zheng\\_iii's solution](#)

**614.**

2106D

[Flower Boy](#) · [Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[Zheng\\_iii's solution](#)

**615.**

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[Zheng\\_iii's solution](#)

**616.**

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[Zheng\\_iii's solution](#)

**617.**

1851E

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

Quality: 13,284 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[Zheng\\_iii's solution](#)

**618.**

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[Zheng\\_iii's solution](#)

**619.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[Zheng\\_iii's solution](#)

**620.**

1818C

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

Rating: 1500 · first AC: 2023-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[Zheng\\_iii's solution](#)

**621.**

1690E

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

Quality: 16,988 global accepts · Rating: 1500 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, two pointers

[Zheng\\_iii's solution](#)

**622.**

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**623.**

1800E2

[Unforgivable Curse \(hard version\)](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1500 · first AC: 2023-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, strings

[Zheng\\_iii's solution](#)

**624.**

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,552 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[Zheng\\_iii's solution](#)

**625.**

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[Zheng\\_iii's solution](#)

**626.**

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,014 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation

[Zheng\\_iii's solution](#)

**627.**

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,528 global accepts · Rating: 1500 · first AC: 2023-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[Zheng\\_iii's solution](#)

**628.**

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,806 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[Zheng\\_iii's solution](#)

**629.**

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[Zheng\\_iii's solution](#)

**630.**

2196B

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

Quality: 8,581 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[Zheng\\_iii's solution](#)

**631.**

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,498 global accepts · Rating: 1600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**632.**

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Zheng\\_iii's solution](#)

**633.**

246C

[Beauty Pageant](#) · [Tutorial](#)

Quality: 2,830 global accepts · Rating: 1600 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**634.**

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[Zheng\\_iii's solution](#)

**635.**

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,015 global accepts · Rating: 1600 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

**636.**

1886C

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

Quality: 16,599 global accepts · Rating: 1600 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**637.**

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,956 global accepts · Rating: 1600 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[Zheng\\_iii's solution](#)

**638.**

2157D

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

Quality: 6,005 global accepts · Rating: 1600 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[Zheng\\_iii's solution](#)

**639.**

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,127 global accepts · Rating: 1600 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[Zheng\\_iii's solution](#)

**640.**

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Zheng\\_iii's solution](#)

**641.**

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp,

math

[Zheng\\_iii's solution](#)

**642.**

453A

[Little Pony and Expected Maximum](#) · [Tutorial](#)

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: probabilities

[Zheng\\_iii's solution](#)

**643.**

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, sortings

[Zheng\\_iii's solution](#)

**644.**

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[Zheng\\_iii's solution](#)

**645.**

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,076 global accepts · Rating: 1600 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**646.**

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,650 global accepts · Rating: 1600 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Zheng\\_iii's solution](#)

**647.**

2082B

[Floor or Ceil](#) · [Tutorial](#)

Quality: 8,253 global accepts · Rating: 1600 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**648.**

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[Zheng\\_iii's solution](#)

**649.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[Zheng\\_iii's solution](#)

**650.**

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1600 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**651.**

682C

[Alyona and the Tree](#) · [Tutorial](#)

Quality: 8,082 global accepts · Rating: 1600 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Zheng\\_iii's solution](#)

**652.**

735C

[Tennis Championship](#) · [Tutorial](#)

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**653.**

1059C

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

Quality: 7,533 global accepts · Rating: 1600 · first AC: 2025-08-03 · last AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**654.**

1033C

[Permutation Game](#) · [Tutorial](#)

Quality: 6,217 global accepts · Rating: 1600 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games

[Zheng\\_iii's solution](#)

**655.**

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,009 global accepts · Rating: 1600 · first AC: 2023-05-21 · last AC: 2025-08-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[Zheng\\_iii's solution](#)

**656.**

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**657.**

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, sortings, two pointers

[Zheng\\_iii's solution](#)

**658.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, math

[Zheng\\_iii's solution](#)

**659.**

1498C

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

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[Zheng\\_iii's solution](#)

**660.**

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[Zheng\\_iii's solution](#)

**661.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data

structures, divide and conquer, implementation, sortings

[Zheng\\_iii's solution](#)

**662.**

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,937 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**663.**

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[Zheng\\_iii's solution](#)

**664.**

913C

[Party Lemonade](#) · [Tutorial](#)

Quality: 8,463 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy

[Zheng\\_iii's solution](#)

**665.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, two pointers

[Zheng\\_iii's solution](#)

**666.**

780B

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 12,645 global accepts · Rating: 1600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[Zheng\\_iii's solution](#)

**667.**

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,656 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: geometry, interactive, probabilities

[Zheng\\_iii's solution](#)

**668.**

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,286 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[Zheng\\_iii's solution](#)

**669.**

2125D

[Segments Covering](#) · [Tutorial](#)

Quality: 9,275 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, probabilities

[Zheng\\_iii's solution](#)

**670.**

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,105 global accepts · Rating: 1600 · first AC: 2025-06-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**671.**

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,979 global accepts · Rating: 1600 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, two pointers

[Zheng\\_iii's solution](#)

**672.**

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,552 global accepts · Rating: 1600 · first AC: 2025-05-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**673.**

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,561 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[Zheng\\_iii's solution](#)

**674.**

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[Zheng\\_iii's solution](#)

**675.**

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,147 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**676.**

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[Zheng\\_iii's solution](#)

**677.**

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[Zheng\\_iii's solution](#)

**678.**

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,314 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[Zheng\\_iii's solution](#)

**679.**

1849C

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

Quality: 12,531 global accepts · Rating: 1600 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[Zheng\\_iii's solution](#)

**680.**

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 1600 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[Zheng\\_iii's solution](#)

**681.**

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[Zheng\\_iii's solution](#)

**682.**

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, math

[Zheng\\_iii's solution](#)

**683.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**684.**

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, trees

[Zheng\\_iii's solution](#)

**685.**

1689C

[Infected Tree](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**686.**

1795D

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

Quality: 13,070 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[Zheng\\_iii's solution](#)

**687.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[Zheng\\_iii's solution](#)

**688.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,388 global accepts · Rating: 1600 · first AC: 2023-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**689.**

2203D

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

Quality: 5,430 global accepts · Rating: 1700 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, number theory

[Zheng\\_iii's solution](#)

**690.**

2201B

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

Quality: 4,952 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[Zheng\\_iii's solution](#)

**691.**

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

**692.**

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,305 global accepts · Rating: 1700 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, strings, two pointers  
[Zheng\\_iii's solution](#)

**693.**

1969C

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

Quality: 11,495 global accepts · Rating: 1700 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation  
[Zheng\\_iii's solution](#)

**694.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings  
[Zheng\\_iii's solution](#)

**695.**

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees  
[Zheng\\_iii's solution](#)

**696.**

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings  
[Zheng\\_iii's solution](#)

**697.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory  
[Zheng\\_iii's solution](#)

**698.**

1930C

[Lexicographically Largest](#) · [Tutorial](#)

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2025-12-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[Zheng\\_iii's solution](#)

**699.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[Zheng\\_iii's solution](#)

**700.**

1970C2

[Game on Tree \(Medium\)](#) · [Tutorial](#)

Quality: 4,340 global accepts · Rating: 1700 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees  
[Zheng\\_iii's solution](#)

**701.**

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,761 global accepts · Rating: 1700 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths  
[Zheng\\_iii's solution](#)

**702.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, math

[Zheng\\_iii's solution](#)

**703.**

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,446 global accepts · Rating: 1700 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[Zheng\\_iii's solution](#)

**704.**

1955E

[Long Inversions](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1700 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**705.**

2163B

[Sigta Kymata](#) · [Tutorial](#)

Quality: 9,132 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**706.**

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[Zheng\\_iii's solution](#)

**707.**

2161B

[Make Connected](#) · [Tutorial](#)

Quality: 5,372 global accepts · Rating: 1700 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation

[Zheng\\_iii's solution](#)

**708.**

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**709.**

2160D

[MAD Interactive Problem](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[Zheng\\_iii's solution](#)

**710.**

1798C

[Candy Store](#) · [Tutorial](#)

Quality: 9,420 global accepts · Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[Zheng\\_iii's solution](#)

**711.**

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,048 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[Zheng\\_iii's solution](#)

**712.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[Zheng\\_iii's solution](#)

### 713.

2027D1

[The Endspeaker \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

[Zheng\\_iii's solution](#)

### 714.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[Zheng\\_iii's solution](#)

### 715.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,340 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[Zheng\\_iii's solution](#)

### 716.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[Zheng\\_iii's solution](#)

### 717.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,593 global accepts · Rating: 1700 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[Zheng\\_iii's solution](#)

### 718.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,975 global accepts · Rating: 1700 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

### 719.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, sortings

[Zheng\\_iii's solution](#)

### 720.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[Zheng\\_iii's solution](#)

### 721.

2124D

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

Quality: 8,093 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

### 722.

1239A

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

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**723.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**724.**

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2025-07-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Zheng\\_iii's solution](#)

**725.**

2123F

[Minimize Fixed Points](#) · [Tutorial](#)

Quality: 9,759 global accepts · Rating: 1700 · first AC: 2025-07-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, number theory

[Zheng\\_iii's solution](#)

**726.**

2071C

[Trapmignano Reggiano](#) · [Tutorial](#)

Quality: 9,696 global accepts · Rating: 1700 · first AC: 2025-06-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, sortings, trees

[Zheng\\_iii's solution](#)

**727.**

2024D

[Skipping](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, dp, flows, graphs, greedy, implementation, shortest paths

[Zheng\\_iii's solution](#)

**728.**

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2025-06-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings

[Zheng\\_iii's solution](#)

**729.**

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[Zheng\\_iii's solution](#)

**730.**

2110D

[Fewer Batteries](#) · [Tutorial](#)

Quality: 8,606 global accepts · Rating: 1700 · first AC: 2025-06-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

[Zheng\\_iii's solution](#)

**731.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2025-04-20 · last AC: 2025-04-20 · C++20 (GCC 13-64) (first AC) · Tags: games, math, number theory

[Zheng\\_iii's solution](#)

**732.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[Zheng\\_iii's solution](#)

### 733.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,008 global accepts · Rating: 1700 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[Zheng\\_iii's solution](#)

### 734.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees

[Zheng\\_iii's solution](#)

### 735.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math

[Zheng\\_iii's solution](#)

### 736.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[Zheng\\_iii's solution](#)

### 737.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[Zheng\\_iii's solution](#)

### 738.

1850H

[The Third Letter](#) · [Tutorial](#)

Quality: 9,993 global accepts · Rating: 1700 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation

[Zheng\\_iii's solution](#)

### 739.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2023-05-23 · C++20 (GCC 11-64) (first AC) · Tags: games, geometry, math

[Zheng\\_iii's solution](#)

### 740.

1833F

[Ira and Flamenco](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1700 · first AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, implementation, math, sortings, two pointers

[Zheng\\_iii's solution](#)

### 741.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,601 global accepts · Rating: 1700 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[Zheng\\_iii's solution](#)

### 742.

1807F

[Bouncy Ball](#) · [Tutorial](#)

Quality: 7,319 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, implementation

[Zheng\\_iii's solution](#)

### 743.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,949 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[Zheng\\_iii's solution](#)

### 744.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[Zheng\\_iii's solution](#)

### 745.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[Zheng\\_iii's solution](#)

### 746.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[Zheng\\_iii's solution](#)

### 747.

1783C

[Yet Another Tournament](#) · [Tutorial](#)

Quality: 10,882 global accepts · Rating: 1700 · first AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[Zheng\\_iii's solution](#)

### 748.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[Zheng\\_iii's solution](#)

### 749.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1800 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[Zheng\\_iii's solution](#)

### 750.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,672 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[Zheng\\_iii's solution](#)

### 751.

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,317 global accepts · Rating: 1800 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

### 752.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[Zheng\\_iii's solution](#)

**753.**

2204E

[Sum of Digits \(and Again\) · Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[Zheng\\_iii's solution](#)

**754.**

2208D1

[Tree Orientation \(Easy Version\) · Tutorial](#)

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[Zheng\\_iii's solution](#)

**755.**

2196C1

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

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

[Zheng\\_iii's solution](#)

**756.**

2187B

[Shortest Statement Ever · Tutorial](#)

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

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**757.**

2069D

[Palindrome Shuffle · Tutorial](#)

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

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**758.**

2182E

[New Year's Gifts · Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

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**759.**

2184E

[Exquisite Array · Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, sortings

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**760.**

2120D

[Matrix game · Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math

[Zheng\\_iii's solution](#)

**761.**

2179E

[Blackslex and Girls · Tutorial](#)

Quality: 5,782 global accepts · Rating: 1800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, math

[Zheng\\_iii's solution](#)

**762.**

1930D1

[Sum over all Substrings \(Easy Version\) · Tutorial](#)

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, strings  
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**763.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,760 global accepts · Rating: 1800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs, sortings

[Zheng\\_iii's solution](#)

**764.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[Zheng\\_iii's solution](#)

**765.**

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[Zheng\\_iii's solution](#)

**766.**

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[Zheng\\_iii's solution](#)

**767.**

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,964 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[Zheng\\_iii's solution](#)

**768.**

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

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**769.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2025-10-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

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**770.**

626D

[Jerry's Protest](#) · [Tutorial](#)

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**771.**

178F1

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

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**772.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,294 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**773.**

2145D

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[Zheng\\_iii's solution](#)

**774.**

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**775.**

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[Zheng\\_iii's solution](#)

**776.**

1859D

[Andrey and Escape from Copygrad](#) · [Tutorial](#)

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**777.**

2144D

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Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Zheng\\_iii's solution](#)

**778.**

2148F

[Gravity Falls](#) · [Tutorial](#)

Quality: 6,595 global accepts · Rating: 1800 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**779.**

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[Zheng\\_iii's solution](#)

**780.**

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,718 global accepts · Rating: 1800 · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

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**781.**

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**782.**

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[Zheng\\_iii's solution](#)

**783.**

2025D

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Quality: 7,879 global accepts · Rating: 1800 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[Zheng\\_iii's solution](#)

**784.**

2042C

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Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**785.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**786.**

2043D

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Quality: 7,678 global accepts · Rating: 1800 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, flows, math, number theory

[Zheng\\_iii's solution](#)

**787.**

1034A

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[Zheng\\_iii's solution](#)

**788.**

2071D1

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**789.**

2078D

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Quality: 6,536 global accepts · Rating: 1800 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

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**790.**

2032D

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**791.**

2102D

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Rating: 1800 · first AC: 2025-05-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

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**792.**

1446B

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**793.**

1442B

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**794.**

1442A

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**795.**

1870D

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**796.**

1867D

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Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

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**797.**

1851F

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Quality: 7,421 global accepts · Rating: 1800 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math, strings, trees

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**798.**

1010C

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**799.**

1010B

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Quality: 6,386 global accepts · Rating: 1800 · first AC: 2023-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[Zheng\\_iii's solution](#)

**800.**

1845D

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Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[Zheng\\_iii's solution](#)

**801.**

1833G

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Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

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**802.**

1509C

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Quality: 15,306 global accepts · Rating: 1800 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**803.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[Zheng\\_iii's solution](#)

**804.**

1825D1

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Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[Zheng\\_iii's solution](#)

**805.**

1620C

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Quality: 7,274 global accepts · Rating: 1800 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

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**806.**

1611F

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Quality: 7,375 global accepts · Rating: 1800 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers

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**807.**

1556D

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**808.**

1666C

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Quality: 3,701 global accepts · Rating: 1800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry

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**809.**

1809D

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**810.**

1793D

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**811.**

2211D

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[Zheng\\_iii's solution](#)

**812.**

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[Zheng\\_iii's solution](#)

**813.**

1799D1

[Hot Start Up \(easy version\) · Tutorial](#)

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**814.**

2026D

[Sums of Segments · Tutorial](#)

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**815.**

1969D

[Shop Game · Tutorial](#)

Quality: 5,707 global accepts · Rating: 1900 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[Zheng\\_iii's solution](#)

**816.**

2190B2

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Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

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**817.**

2184F

[Cherry Tree · Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[Zheng\\_iii's solution](#)

**818.**

2184G

[Nastiness of Segments · Tutorial](#)

Quality: 2,965 global accepts · Rating: 1900 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Zheng\\_iii's solution](#)

**819.**

1747D

[Yet Another Problem · Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures

[Zheng\\_iii's solution](#)

**820.**

336B

[Vasily the Bear and Fly · Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**821.**

818E

[Card Game Again · Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2025-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, number theory, two pointers

[Zheng\\_iii's solution](#)

**822.**

3B

[Lorry · Tutorial](#)

Quality: 5,232 global accepts · Rating: 1900 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**823.**

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,463 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[Zheng\\_iii's solution](#)

**824.**

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,254 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[Zheng\\_iii's solution](#)

**825.**

1970C3

[Game on Tree \(Hard\)](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, trees

[Zheng\\_iii's solution](#)

**826.**

577B

[Modulo Sum](#) · [Tutorial](#)

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[Zheng\\_iii's solution](#)

**827.**

1183H

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

Quality: 3,641 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Zheng\\_iii's solution](#)

**828.**

1285D

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[Zheng\\_iii's solution](#)

**829.**

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[Zheng\\_iii's solution](#)

**830.**

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**831.**

321B

[Ciel and Duel](#) · [Tutorial](#)

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**832.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[Zheng\\_iii's solution](#)

**833.**

2173D

[Taiga's Carry Chains](#) · [Tutorial](#)

Quality: 3,639 global accepts · Rating: 1900 · first AC: 2025-12-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[Zheng\\_iii's solution](#)

**834.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2025-12-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[Zheng\\_iii's solution](#)

**835.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,304 global accepts · Rating: 1900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[Zheng\\_iii's solution](#)

**836.**

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**837.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**838.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, implementation

[Zheng\\_iii's solution](#)

**839.**

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

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**840.**

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**841.**

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[Zheng\\_iii's solution](#)

**842.**

1365E

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Quality: 8,318 global accepts · Rating: 1900 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[Zheng\\_iii's solution](#)

**843.**

1545B

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Quality: 6,762 global accepts · Rating: 1900 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[Zheng\\_iii's solution](#)

**844.**

2148G

[Farmer John's Last Wish](#) · [Tutorial](#)

Quality: 4,192 global accepts · Rating: 1900 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, number theory

[Zheng\\_iii's solution](#)

**845.**

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers

[Zheng\\_iii's solution](#)

**846.**

2137F

[Prefix Maximum Invariance](#) · [Tutorial](#)

Quality: 4,059 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[Zheng\\_iii's solution](#)

**847.**

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2025-09-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[Zheng\\_iii's solution](#)

**848.**

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[Zheng\\_iii's solution](#)

**849.**

2013D

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

Quality: 7,470 global accepts · Rating: 1900 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[Zheng\\_iii's solution](#)

**850.**

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[Zheng\\_iii's solution](#)

**851.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**852.**

417D

[Cunning Gena](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 1900 · first AC: 2025-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[Zheng\\_iii's solution](#)

**853.**

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**854.**

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2025-08-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

**855.**

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation

[Zheng\\_iii's solution](#)

**856.**

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, strings

[Zheng\\_iii's solution](#)

**857.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[Zheng\\_iii's solution](#)

**858.**

335B

[Palindrome](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 1900 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[Zheng\\_iii's solution](#)

**859.**

2128E1

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

Quality: 6,542 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[Zheng\\_iii's solution](#)

**860.**

2111E

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

Quality: 5,407 global accepts · Rating: 1900 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings, strings

[Zheng\\_iii's solution](#)

**861.**

2078E

[Finding OR Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation, interactive, math

[Zheng\\_iii's solution](#)

**862.**

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[Zheng\\_iii's solution](#)

**863.**

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[Zheng\\_iii's solution](#)

**864.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

**865.**

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-18 · last AC: 2023-11-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[Zheng\\_iii's solution](#)

**866.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings

[Zheng\\_iii's solution](#)

**867.**

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, games, trees

[Zheng\\_iii's solution](#)

**868.**

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2023-09-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[Zheng\\_iii's solution](#)

**869.**

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[Zheng\\_iii's solution](#)

**870.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-09-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**871.**

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, sortings

[Zheng\\_iii's solution](#)

**872.**

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, trees

[Zheng\\_iii's solution](#)

**873.**

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[Zheng\\_iii's solution](#)

**874.**

1791G2

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

Quality: 5,994 global accepts · Rating: 1900 · first AC: 2023-09-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[Zheng\\_iii's solution](#)

**875.**

1855C2

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

Rating: 1900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[Zheng\\_iii's solution](#)

**876.**

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2023-05-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[Zheng\\_iii's solution](#)

**877.**

1661D

[Progressions Covering](#) · [Tutorial](#)

Quality: 5,397 global accepts · Rating: 1900 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**878.**

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[Zheng\\_iii's solution](#)

**879.**

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, strings

[Zheng\\_iii's solution](#)

**880.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, trees

[Zheng\\_iii's solution](#)

**881.**

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,202 global accepts · Rating: 2000 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[Zheng\\_iii's solution](#)

**882.**

2201C

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

Quality: 1,989 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[Zheng\\_iii's solution](#)

**883.**

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,601 global accepts · Rating: 2000 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Zheng\\_iii's solution](#)

**884.**

2196C2

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

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

[Zheng\\_iii's solution](#)

**885.**

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2026-02-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[Zheng\\_iii's solution](#)

**886.**

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[Zheng\\_iii's solution](#)

**887.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[Zheng\\_iii's solution](#)

**888.**

1763C

[Another Array Problem](#) · [Tutorial](#)

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**889.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive

[Zheng\\_iii's solution](#)

**890.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2025-12-20 · last AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[Zheng\\_iii's solution](#)

**891.**

2179F

[Blackslex and Another RGB Walking](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2000 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, graphs, interactive, number theory, trees

[Zheng\\_iii's solution](#)

**892.**

1183E

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

Quality: 5,421 global accepts · Rating: 2000 · first AC: 2025-12-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, implementation, shortest paths

[Zheng\\_iii's solution](#)

**893.**

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,521 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math

[Zheng\\_iii's solution](#)

**894.**

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2000 · first AC: 2025-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[Zheng\\_iii's solution](#)

**895.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, interactive

[Zheng\\_iii's solution](#)

**896.**

2051F

[Joker](#) · [Tutorial](#)

Quality: 4,002 global accepts · Rating: 2000 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[Zheng\\_iii's solution](#)

**897.**

2171G

[Sakura Adachi and Optimal Sequences](#) · [Tutorial](#)

Quality: 2,324 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, greedy, math

[Zheng\\_iii's solution](#)

**898.**

2171E

[Anisphia Wynn Paletia and Good Permutations](#) · [Tutorial](#)

Quality: 3,653 global accepts · Rating: 2000 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[Zheng\\_iii's solution](#)

**899.**

2103D

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

Quality: 3,983 global accepts · Rating: 2000 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

[Zheng\\_iii's solution](#)

**900.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[Zheng\\_iii's solution](#)

**901.**

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, trees

[Zheng\\_iii's solution](#)

**902.**

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[Zheng\\_iii's solution](#)

### 903.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[Zheng\\_iii's solution](#)

### 904.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[Zheng\\_iii's solution](#)

### 905.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[Zheng\\_iii's solution](#)

### 906.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,889 global accepts · Rating: 2000 · first AC: 2025-09-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, sortings

[Zheng\\_iii's solution](#)

### 907.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[Zheng\\_iii's solution](#)

### 908.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

### 909.

201C

[Fragile Bridges](#) · [Tutorial](#)

Quality: 1,513 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

### 910.

2135C

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

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[Zheng\\_iii's solution](#)

### 911.

533B

[Work Group](#) · [Tutorial](#)

Quality: 2,687 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, strings, trees

[Zheng\\_iii's solution](#)

**912.**

1030E

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

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Zheng\\_iii's solution](#)

**913.**

8C

[Looking for Order](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 2000 · first AC: 2025-06-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Zheng\\_iii's solution](#)

**914.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,787 global accepts · Rating: 2000 · first AC: 2024-04-13 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[Zheng\\_iii's solution](#)

**915.**

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2023-09-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[Zheng\\_iii's solution](#)

**916.**

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[Zheng\\_iii's solution](#)

**917.**

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

**918.**

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[Zheng\\_iii's solution](#)

**919.**

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[Zheng\\_iii's solution](#)

**920.**

2193G

[Paths in a Tree](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, interactive, sortings, trees

[Zheng\\_iii's solution](#)

**921.**

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2100 · first AC: 2026-03-08 · last AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[Zheng\\_iii's solution](#)

**922.**

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[Zheng\\_iii's solution](#)

**923.**

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

**924.**

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[Zheng\\_iii's solution](#)

**925.**

2170E

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

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2026-01-19 · last AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Zheng\\_iii's solution](#)

**926.**

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[Zheng\\_iii's solution](#)

**927.**

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[Zheng\\_iii's solution](#)

**928.**

862E

[Mahmoud and Ehab and the function](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2026-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, sortings

[Zheng\\_iii's solution](#)

**929.**

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs

[Zheng\\_iii's solution](#)

**930.**

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[Zheng\\_iii's solution](#)

**931.**

859E

[Desk Disorder](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2100 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and

similar, dsu, graphs, trees

[Zheng\\_iii's solution](#)

**932.**

2163D1

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

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive

[Zheng\\_iii's solution](#)

**933.**

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[Zheng\\_iii's solution](#)

**934.**

1886D

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**935.**

2051G

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**936.**

2161D

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**937.**

1207F

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**938.**

2068C

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1028D

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2159B

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1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[Zheng\\_iii's solution](#)

**1024.**

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings

[Zheng\\_iii's solution](#)

**1025.**

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[Zheng\\_iii's solution](#)

**1026.**

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[Zheng\\_iii's solution](#)

**1027.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[Zheng\\_iii's solution](#)

**1028.**

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graph matchings, math

[Zheng\\_iii's solution](#)

**1029.**

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[Zheng\\_iii's solution](#)

**1030.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, probabilities

[Zheng\\_iii's solution](#)

**1031.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, dp, graphs, greedy, trees

[Zheng\\_iii's solution](#)

**1032.**

2146E

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

Quality: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing

[Zheng\\_iii's solution](#)

**1033.**

1228E

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

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**1034.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[Zheng\\_iii's solution](#)

**1035.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths

[Zheng\\_iii's solution](#)

**1036.**

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[Zheng\\_iii's solution](#)

**1037.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[Zheng\\_iii's solution](#)

**1038.**

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2025-08-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**1039.**

509F

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

Quality: 1,183 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees

[Zheng\\_iii's solution](#)

**1040.**

629E

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

Quality: 1,151 global accepts · Rating: 2300 · first AC: 2025-08-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, probabilities, trees

[Zheng\\_iii's solution](#)

**1041.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive

algorithms, dp, meet-in-the-middle

[Zheng\\_iii's solution](#)

**1042.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, sortings

[Zheng\\_iii's solution](#)

**1043.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[Zheng\\_iii's solution](#)

**1044.**

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, trees

[Zheng\\_iii's solution](#)

**1045.**

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1046.**

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

**1047.**

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[Zheng\\_iii's solution](#)

**1048.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[Zheng\\_iii's solution](#)

**1049.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[Zheng\\_iii's solution](#)

**1050.**

1463E

[Plan of Lectures](#) · [Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[Zheng\\_iii's solution](#)

**1051.**

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp,

math

[Zheng\\_iii's solution](#)

**1052.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[Zheng\\_iii's solution](#)

**1053.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, trees

[Zheng\\_iii's solution](#)

**1054.**

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[Zheng\\_iii's solution](#)

**1055.**

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2026-03-15 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees

[Zheng\\_iii's solution](#)

**1056.**

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[Zheng\\_iii's solution](#)

**1057.**

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[Zheng\\_iii's solution](#)

**1058.**

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[Zheng\\_iii's solution](#)

**1059.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[Zheng\\_iii's solution](#)

**1060.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[Zheng\\_iii's solution](#)

**1061.**

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1062.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[Zheng\\_iii's solution](#)

**1063.**

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[Zheng\\_iii's solution](#)

**1064.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, trees

[Zheng\\_iii's solution](#)

**1065.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[Zheng\\_iii's solution](#)

**1066.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[Zheng\\_iii's solution](#)

**1067.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[Zheng\\_iii's solution](#)

**1068.**

58E

[Expression](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2400 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1069.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[Zheng\\_iii's solution](#)

**1070.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[Zheng\\_iii's solution](#)

**1071.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-01-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[Zheng\\_iii's solution](#)

**1072.**

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees  
[Zheng\\_iii's solution](#)

**1073.**

1032F

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

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees  
[Zheng\\_iii's solution](#)

**1074.**

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, hashing, string suffix structures  
[Zheng\\_iii's solution](#)

**1075.**

38H

[The Great Marathon](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 2400 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Zheng\\_iii's solution](#)

**1076.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings  
[Zheng\\_iii's solution](#)

**1077.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2025-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math  
[Zheng\\_iii's solution](#)

**1078.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, number theory  
[Zheng\\_iii's solution](#)

**1079.**

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp  
[Zheng\\_iii's solution](#)

**1080.**

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees  
[Zheng\\_iii's solution](#)

**1081.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy

[Zheng\\_iii's solution](#)

**1082.**

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[Zheng\\_iii's solution](#)

**1083.**

2161E

[Left is Always Right](#) · [Tutorial](#)

Quality: 782 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[Zheng\\_iii's solution](#)

**1084.**

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2025-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, trees

[Zheng\\_iii's solution](#)

**1085.**

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**1086.**

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[Zheng\\_iii's solution](#)

**1087.**

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[Zheng\\_iii's solution](#)

**1088.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, fft, math

[Zheng\\_iii's solution](#)

**1089.**

193C

[Hamming Distance](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 2400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, matrices

[Zheng\\_iii's solution](#)

**1090.**

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[Zheng\\_iii's solution](#)

**1091.**

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, sortings

[Zheng\\_iii's solution](#)

**1092.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Zheng\\_iii's solution](#)

**1093.**

1436E

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

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, two pointers

[Zheng\\_iii's solution](#)

**1094.**

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[Zheng\\_iii's solution](#)

**1095.**

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[Zheng\\_iii's solution](#)

**1096.**

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2025-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, trees

[Zheng\\_iii's solution](#)

**1097.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 985 global accepts · Rating: 2400 · first AC: 2025-10-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[Zheng\\_iii's solution](#)

**1098.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

**1099.**

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[Zheng\\_iii's solution](#)

**1100.**

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[Zheng\\_iii's solution](#)

**1101.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Zheng\\_iii's solution](#)

**1102.**

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing

[Zheng\\_iii's solution](#)

**1103.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**1104.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2025-08-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[Zheng\\_iii's solution](#)

**1105.**

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2025-07-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[Zheng\\_iii's solution](#)

**1106.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[Zheng\\_iii's solution](#)

**1107.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[Zheng\\_iii's solution](#)

**1108.**

2111F

[Puzzle](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 2400 · first AC: 2025-07-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**1109.**

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-06-13 · last AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[Zheng\\_iii's solution](#)

**1110.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs

and similar, dsu, greedy, trees

[Zheng\\_iii's solution](#)

**1111.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2025-03-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[Zheng\\_iii's solution](#)

**1112.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[Zheng\\_iii's solution](#)

**1113.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[Zheng\\_iii's solution](#)

**1114.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy

[Zheng\\_iii's solution](#)

**1115.**

2202G1

[Monotone Monochrome Matrices \(Easy Version\)](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 2500 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

**1116.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[Zheng\\_iii's solution](#)

**1117.**

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[Zheng\\_iii's solution](#)

**1118.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[Zheng\\_iii's solution](#)

**1119.**

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[Zheng\\_iii's solution](#)

**1120.**

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[Zheng\\_iii's solution](#)

**1121.**

2144E2

[Looking at Towers \(difficult version\)](#) · [Tutorial](#)

Quality: 1,436 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[Zheng\\_iii's solution](#)

**1122.**

2145F

[Long Journey](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, greedy, math, matrices, number theory

[Zheng\\_iii's solution](#)

**1123.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[Zheng\\_iii's solution](#)

**1124.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[Zheng\\_iii's solution](#)

**1125.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp

[Zheng\\_iii's solution](#)

**1126.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**1127.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[Zheng\\_iii's solution](#)

**1128.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[Zheng\\_iii's solution](#)

**1129.**

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[Zheng\\_iii's solution](#)

**1130.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2025-08-15 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[Zheng\\_iii's solution](#)

**1131.**

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[Zheng\\_iii's solution](#)

**1132.**

2163D2

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

Quality: 1,500 global accepts · Rating: 2500 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, math, sortings

[Zheng\\_iii's solution](#)

**1133.**

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2025-12-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, two pointers

[Zheng\\_iii's solution](#)

**1134.**

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Zheng\\_iii's solution](#)

**1135.**

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[Zheng\\_iii's solution](#)

**1136.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-10-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[Zheng\\_iii's solution](#)

**1137.**

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[Zheng\\_iii's solution](#)

**1138.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[Zheng\\_iii's solution](#)

**1139.**

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices

[Zheng\\_iii's solution](#)

**1140.**

1854C

[Expected Destruction](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zheng\\_iii's solution](#)

**1141.**

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Zheng\\_iii's solution](#)

**1142.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[Zheng\\_iii's solution](#)

**1143.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2025-08-06 · last AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[Zheng\\_iii's solution](#)

**1144.**

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-08-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[Zheng\\_iii's solution](#)

**1145.**

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math

[Zheng\\_iii's solution](#)

**1146.**

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[Zheng\\_iii's solution](#)

**1147.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[Zheng\\_iii's solution](#)

**1148.**

2081D

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

Quality: 1,185 global accepts · Rating: 2600 · first AC: 2026-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[Zheng\\_iii's solution](#)

**1149.**

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-12-17 · last AC: 2026-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math

[Zheng\\_iii's solution](#)

**1150.**

2189E

[Majority Wins?](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2600 · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[Zheng\\_iii's solution](#)

**1151.**

2203F

[Binary Search with One Swap](#) · [Tutorial](#)

Quality: 414 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp, hashing, math, two pointers

[Zheng\\_iii's solution](#)

**1152.**

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[Zheng\\_iii's solution](#)

**1153.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: math

[Zheng\\_iii's solution](#)

**1154.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[Zheng\\_iii's solution](#)

**1155.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2026-01-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[Zheng\\_iii's solution](#)

**1156.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[Zheng\\_iii's solution](#)

**1157.**

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[Zheng\\_iii's solution](#)

**1158.**

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[Zheng\\_iii's solution](#)

**1159.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

[Zheng\\_iii's solution](#)

**1160.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, geometry

[Zheng\\_iii's solution](#)

**1161.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2026-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[Zheng\\_iii's solution](#)

**1162.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[Zheng\\_iii's solution](#)

**1163.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp

[Zheng\\_iii's solution](#)

**1164.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy

[Zheng\\_iii's solution](#)

**1165.**

6D

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

Quality: 2,279 global accepts · Rating: 2600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp

[Zheng\\_iii's solution](#)

**1166.**

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[Zheng\\_iii's solution](#)

**1167.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[Zheng\\_iii's solution](#)

**1168.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, hashing

[Zheng\\_iii's solution](#)

**1169.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[Zheng\\_iii's solution](#)

**1170.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer

[Zheng\\_iii's solution](#)

**1171.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[Zheng\\_iii's solution](#)

**1172.**

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[Zheng\\_iii's solution](#)

**1173.**

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[Zheng\\_iii's solution](#)

**1174.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2025-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Zheng\\_iii's solution](#)

**1175.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2025-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[Zheng\\_iii's solution](#)

**1176.**

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2025-10-19 · last AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[Zheng\\_iii's solution](#)

**1177.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[Zheng\\_iii's solution](#)

**1178.**

896C

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

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2025-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, probabilities

[Zheng\\_iii's solution](#)

**1179.**

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2025-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[Zheng\\_iii's solution](#)

**1180.**

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1181.**

750E

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

Quality: 1,875 global accepts · Rating: 2600 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[Zheng\\_iii's solution](#)**1182.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[Zheng\\_iii's solution](#)**1183.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, math, number theory

[Zheng\\_iii's solution](#)**1184.**

2210F

[A Simple Problem](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 2700 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, trees

[Zheng\\_iii's solution](#)**1185.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu

[Zheng\\_iii's solution](#)**1186.**

2204G

[Grid Path](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2700 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, matrices

[Zheng\\_iii's solution](#)**1187.**

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[Zheng\\_iii's solution](#)**1188.**

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[Zheng\\_iii's solution](#)**1189.**

2144F

[Bracket Groups](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2026-01-23 · last AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings

[Zheng\\_iii's solution](#)**1190.**

2169F

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

Quality: 334 global accepts · Rating: 2700 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Zheng\\_iii's solution](#)

**1191.**

2063F2

[Counting Is Not Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2025-12-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dsu, graphs, implementation, trees

[Zheng\\_iii's solution](#)

**1192.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2025-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math

[Zheng\\_iii's solution](#)

**1193.**

2013F1

[Game in Tree \(Easy Version\)](#) · [Tutorial](#)

Quality: 653 global accepts · Rating: 2700 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, games, greedy, implementation, trees

[Zheng\\_iii's solution](#)

**1194.**

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2025-11-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[Zheng\\_iii's solution](#)

**1195.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[Zheng\\_iii's solution](#)

**1196.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[Zheng\\_iii's solution](#)

**1197.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2025-10-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**1198.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[Zheng\\_iii's solution](#)

**1199.**

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Zheng\\_iii's solution](#)

**1200.**

913F

[Strongly Connected Tournament](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2026-04-29 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, probabilities

[Zheng\\_iii's solution](#)

## 1201.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2026-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees  
[Zheng\\_iii's solution](#)

## 1202.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2026-03-26 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[Zheng\\_iii's solution](#)

## 1203.

1900F

[Local Deletions](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 2800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation  
[Zheng\\_iii's solution](#)

## 1204.

2202G2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Rating: 2800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[Zheng\\_iii's solution](#)

## 1205.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, hashing, math  
[Zheng\\_iii's solution](#)

## 1206.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-03-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees  
[Zheng\\_iii's solution](#)

## 1207.

2112F

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

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths  
[Zheng\\_iii's solution](#)

## 1208.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2026-01-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory  
[Zheng\\_iii's solution](#)

## 1209.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graph matchings, graphs, greedy  
[Zheng\\_iii's solution](#)

## 1210.

2180F1

[Control Car \(Easy Version\)](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities  
[Zheng\\_iii's solution](#)

**1211.**

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2025-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation

[Zheng\\_iii's solution](#)

**1212.**

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, sortings

[Zheng\\_iii's solution](#)

**1213.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[Zheng\\_iii's solution](#)

**1214.**

1725I

[Imitating the Key Tree](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 2800 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, trees

[Zheng\\_iii's solution](#)

**1215.**

819E

[Mister B and Flight to the Moon](#) · [Tutorial](#)

Quality: 609 global accepts · Rating: 2800 · first AC: 2025-10-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[Zheng\\_iii's solution](#)

**1216.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[Zheng\\_iii's solution](#)

**1217.**

1808E3

[Minibuses on Venus \(hard version\)](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-09-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[Zheng\\_iii's solution](#)

**1218.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-09-05 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[Zheng\\_iii's solution](#)

**1219.**

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2026-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[Zheng\\_iii's solution](#)

**1220.**

815E

[Karen and Neighborhood](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 2900 · first AC: 2026-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, implementation

[Zheng\\_iii's solution](#)

**1221.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[Zheng\\_iii's solution](#)

**1222.**

2211G

[Rational Bubble Sort](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy

[Zheng\\_iii's solution](#)

**1223.**

2201F1

[Monotone Monochrome Matrices \(Medium Version\)](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2900 · first AC: 2026-03-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing

[Zheng\\_iii's solution](#)

**1224.**

2201E

[ABBA Counting](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 2900 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory, strings

[Zheng\\_iii's solution](#)

**1225.**

314E

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

Quality: 396 global accepts · Rating: 2900 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1226.**

2196E1

[Fuzzy Concatenation \(Easy Version\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 2900 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy, string suffix structures

[Zheng\\_iii's solution](#)

**1227.**

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**1228.**

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[Zheng\\_iii's solution](#)

**1229.**

2111G

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

Quality: 398 global accepts · Rating: 2900 · first AC: 2026-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, interactive

[Zheng\\_iii's solution](#)

**1230.**

2145G

[Cost of Coloring](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2900 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[Zheng\\_iii's solution](#)

**1231.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy  
[Zheng\\_iii's solution](#)

**1232.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings  
[Zheng\\_iii's solution](#)

**1233.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, flows, greedy  
[Zheng\\_iii's solution](#)

**1234.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2026-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[Zheng\\_iii's solution](#)

**1235.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[Zheng\\_iii's solution](#)

**1236.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, sortings  
[Zheng\\_iii's solution](#)

**1237.**

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees  
[Zheng\\_iii's solution](#)

**1238.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers  
[Zheng\\_iii's solution](#)

**1239.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2026-04-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy  
[Zheng\\_iii's solution](#)

**1240.**

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2026-03-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation  
[Zheng\\_iii's solution](#)

**1241.**

2194F2

[Again Trees... \(hard version\)](#) · [Tutorial](#)

Quality: 168 global accepts · Rating: 3000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, fft, trees

[Zheng\\_iii's solution](#)

**1242.**

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, trees

[Zheng\\_iii's solution](#)

**1243.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2026-02-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**1244.**

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 3000 · first AC: 2025-12-05 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[Zheng\\_iii's solution](#)

**1245.**

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[Zheng\\_iii's solution](#)

**1246.**

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3000 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[Zheng\\_iii's solution](#)

**1247.**

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Zheng\\_iii's solution](#)

**1248.**

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2026-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, dp

[Zheng\\_iii's solution](#)

**1249.**

1603D

[Artistic Partition](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 3000 · first AC: 2026-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, number theory

[Zheng\\_iii's solution](#)

**1250.**

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2025-12-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

## 1251.

297E

### [Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2025-07-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

## 1252.

264E

### [Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[Zheng\\_iii's solution](#)

## 1253.

2187F1

### [AI Fine \(Maximizing Version\)](#) · [Tutorial](#)

Quality: 213 global accepts · Rating: 3100 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[Zheng\\_iii's solution](#)

## 1254.

720F

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

Quality: 206 global accepts · Rating: 3100 · first AC: 2026-02-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[Zheng\\_iii's solution](#)

## 1255.

1948G

### [MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[Zheng\\_iii's solution](#)

## 1256.

571D

### [Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2026-01-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, trees

[Zheng\\_iii's solution](#)

## 1257.

2018F3

### [Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[Zheng\\_iii's solution](#)

## 1258.

633H

### [Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[Zheng\\_iii's solution](#)

## 1259.

2127H

### [23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[Zheng\\_iii's solution](#)

## 1260.

438E

### [The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[Zheng\\_iii's solution](#)

**1261.**

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[Zheng\\_iii's solution](#)

**1262.**

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-03-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1263.**

2165E

[Rainbow Branch](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, trees

[Zheng\\_iii's solution](#)

**1264.**

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[Zheng\\_iii's solution](#)

**1265.**

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[Zheng\\_iii's solution](#)

**1266.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[Zheng\\_iii's solution](#)

**1267.**

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2026-02-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, trees

[Zheng\\_iii's solution](#)

**1268.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2025-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[Zheng\\_iii's solution](#)

**1269.**

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2025-11-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[Zheng\\_iii's solution](#)

**1270.**

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2025-10-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings, trees

[Zheng\\_iii's solution](#)

## 1271.

2183H

### [Minimise Cost](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 3500 · first AC: 2026-01-09 · last AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[Zheng\\_iii's solution](#)

## 1272.

2214G

### [Anomaly](#) · [Tutorial](#)

Quality: 729 global accepts · Rating: — · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: \*special, communication

[Zheng\\_iii's solution](#)

## 1273.

2222G

### [Statistics on Tree](#) · [Tutorial](#)

Quality: 158 global accepts · Rating: — · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, graphs, trees

[Zheng\\_iii's solution](#)

## 1274.

2227D

### [Palindromex](#) · [Tutorial](#)

Quality: 8,695 global accepts · Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation, two pointers

[Zheng\\_iii's solution](#)

## 1275.

100343E

### [Convex Permutominoes](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zheng\\_iii's solution](#)

## 1276.

2222F

### [Building Tree](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[Zheng\\_iii's solution](#)

## 1277.

2222E

### [Seek the Truth](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Zheng\\_iii's solution](#)

## 1278.

2222D

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

Quality: 3,181 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[Zheng\\_iii's solution](#)

## 1279.

2222C

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

Quality: 4,765 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[Zheng\\_iii's solution](#)

## 1280.

2222B

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

Quality: 7,266 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[Zheng\\_iii's solution](#)

**1281.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,976 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[Zheng\\_iii's solution](#)

**1282.**

2225D

[Exceptional Segments](#) · [Tutorial](#)

Quality: 6,600 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[Zheng\\_iii's solution](#)

**1283.**

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,324 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[Zheng\\_iii's solution](#)

**1284.**

2225B

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

Quality: 14,130 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[Zheng\\_iii's solution](#)

**1285.**

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,661 global accepts · Rating: — · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[Zheng\\_iii's solution](#)

**1286.**

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: — · first AC: 2026-04-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees

[Zheng\\_iii's solution](#)

**1287.**

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[Zheng\\_iii's solution](#)

**1288.**

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[Zheng\\_iii's solution](#)

**1289.**

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,206 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[Zheng\\_iii's solution](#)

**1290.**

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,988 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[Zheng\\_iii's solution](#)

1291.

106384F

[Tutorial Sir1](#)

Rating: — · first AC: 2026-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[Zheng\\_iii's solution](#)

1292.

106384K

[Tutorial 4fv](#)

Rating: — · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: —

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