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Unique solved — ZhouYuHang

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6.

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8.

1820A

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9.

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10.

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1690A

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28.

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31.

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32.

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45.

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2174A

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47.

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1734C

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1720C

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1679B

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2023A

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1821C

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55.

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56.

1754C1

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57.

1676G

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1676F

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1077C

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63.

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65.

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67.

1676H1

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69.

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70.

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71.

1754C2

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72.

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73.

1676H2

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845C

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76.

2157D

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77.

1775C

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78.

1754D

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79.

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82.

2201A2

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83.

2089A

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84.

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85.

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88.

1690F

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89.

1000C

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90.

1809D

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91.

1775D

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92.

1734D

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93.

1729E

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94.

220B

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95.

2174B

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96.

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97.

2089B1

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98.

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99.

1823D

[Unique Palindromes](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ZhouYuHang's solution](#)

100.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[ZhouYuHang's solution](#)

101.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[ZhouYuHang's solution](#)

102.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,690 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[ZhouYuHang's solution](#)

103.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,554 global accepts · Rating: 1900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math

[ZhouYuHang's solution](#)

104.

1679D

[Toss a Coin to Your Graph...](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[ZhouYuHang's solution](#)

105.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2022-05-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ZhouYuHang's solution](#)

106.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,886 global accepts · Rating: 1900 · first AC: 2022-04-24 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[ZhouYuHang's solution](#)

107.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[ZhouYuHang's solution](#)

108.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ZhouYuHang's solution](#)

109.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,334 global accepts · Rating: 2000 · first AC: 2023-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[ZhouYuHang's solution](#)

110.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[ZhouYuHang's solution](#)

111.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2022-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[ZhouYuHang's solution](#)

112.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[ZhouYuHang's solution](#)

113.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[ZhouYuHang's solution](#)

114.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,601 global accepts · Rating: 2000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: brute force, data structures, dsu, number

theory

[ZhouYuHang's solution](#)

115.

1667B

[Optimal Partition](#) · [Tutorial](#)

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[ZhouYuHang's solution](#)

116.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[ZhouYuHang's solution](#)

117.

1409F

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

Quality: 5,120 global accepts · Rating: 2100 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[ZhouYuHang's solution](#)

118.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[ZhouYuHang's solution](#)

119.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ZhouYuHang's solution](#)

120.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,193 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[ZhouYuHang's solution](#)

121.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[ZhouYuHang's solution](#)

122.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[ZhouYuHang's solution](#)

123.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory

[ZhouYuHang's solution](#)

124.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[ZhouYuHang's solution](#)

125.

309B

[Context Advertising](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2100 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[ZhouYuHang's solution](#)

126.

165D

[Beard Graph](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees

[ZhouYuHang's solution](#)

127.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,089 global accepts · Rating: 2100 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[ZhouYuHang's solution](#)

128.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2021-08-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ZhouYuHang's solution](#)

129.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities

[ZhouYuHang's solution](#)

130.

1092D1

[Great Vova Wall \(Version 1\)](#) · [Tutorial](#)

Quality: 5,677 global accepts · Rating: 2200 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math

[ZhouYuHang's solution](#)

131.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[ZhouYuHang's solution](#)

132.

1777E

[Edge Reverse](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2200 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, trees

[ZhouYuHang's solution](#)

133.

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation

[ZhouYuHang's solution](#)

134.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[ZhouYuHang's solution](#)

135.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[ZhouYuHang's solution](#)

136.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[ZhouYuHang's solution](#)

137.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[ZhouYuHang's solution](#)

138.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[ZhouYuHang's solution](#)

139.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,756 global accepts · Rating: 2300 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[ZhouYuHang's solution](#)

140.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,861 global accepts · Rating: 2300 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ZhouYuHang's solution](#)

141.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[ZhouYuHang's solution](#)

142.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2023-03-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[ZhouYuHang's solution](#)

143.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-27 · last AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[ZhouYuHang's solution](#)

144.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,407 global accepts · Rating: 2300 · first AC: 2023-01-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[ZhouYuHang's solution](#)

145.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees

[ZhouYuHang's solution](#)

146.

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[ZhouYuHang's solution](#)

147.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math

[ZhouYuHang's solution](#)

148.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-10-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[ZhouYuHang's solution](#)

149.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2022-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZhouYuHang's solution](#)

150.

915E

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

Quality: 5,570 global accepts · Rating: 2300 · first AC: 2022-05-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ZhouYuHang's solution](#)

151.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZhouYuHang's solution](#)

152.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2022-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[ZhouYuHang's solution](#)

153.

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,602 global accepts · Rating: 2300 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[ZhouYuHang's solution](#)

154.

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,620 global accepts · Rating: 2300 · first AC: 2021-08-09 · GNU C++11 (first AC) · Tags: data structures, math, matrices

[ZhouYuHang's solution](#)

155.

2174C1

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

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

[ZhouYuHang's solution](#)

156.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[ZhouYuHang's solution](#)

157.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[ZhouYuHang's solution](#)

158.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs

[ZhouYuHang's solution](#)

159.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[ZhouYuHang's solution](#)

160.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ZhouYuHang's solution](#)

161.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ZhouYuHang's solution](#)

162.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ZhouYuHang's solution](#)

163.

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[ZhouYuHang's solution](#)

164.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[ZhouYuHang's solution](#)

165.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[ZhouYuHang's solution](#)

166.

273D

[Dima and Figure](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2400 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZhouYuHang's solution](#)

167.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[ZhouYuHang's solution](#)

168.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[ZhouYuHang's solution](#)

169.

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-06-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ZhouYuHang's solution](#)

170.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2022-02-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ZhouYuHang's solution](#)

171.

2174C2

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

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

[ZhouYuHang's solution](#)

172.

178F3

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

Quality: 484 global accepts · Rating: 2500 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[ZhouYuHang's solution](#)

173.

1986G2

[Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[ZhouYuHang's solution](#)

174.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[ZhouYuHang's solution](#)

175.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[ZhouYuHang's solution](#)

176.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[ZhouYuHang's solution](#)

177.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[ZhouYuHang's solution](#)

178.

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[ZhouYuHang's solution](#)

179.

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

[ZhouYuHang's solution](#)

180.

312E

[Fetch the Treasure](#) · [Tutorial](#)

Rating: 2500 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[ZhouYuHang's solution](#)

181.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,691 global accepts · Rating: 2500 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math

[ZhouYuHang's solution](#)

182.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[ZhouYuHang's solution](#)

183.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[ZhouYuHang's solution](#)

184.

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[ZhouYuHang's solution](#)

185.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[ZhouYuHang's solution](#)

186.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ZhouYuHang's solution](#)

187.

1510B

[Button Lock](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs

[ZhouYuHang's solution](#)

188.

622F

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

Quality: 4,943 global accepts · Rating: 2600 · first AC: 2022-02-02 · last AC: 2024-12-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[ZhouYuHang's solution](#)

189.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2023-10-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[ZhouYuHang's solution](#)

190.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[ZhouYuHang's solution](#)

191.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[ZhouYuHang's solution](#)

192.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ZhouYuHang's solution](#)

193.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,499 global accepts · Rating: 2600 · first AC: 2022-12-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ZhouYuHang's solution](#)

194.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-09-03 · last AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[ZhouYuHang's solution](#)

195.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2022-07-14 · last AC: 2022-07-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

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196.

269D

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

Quality: 493 global accepts · Rating: 2600 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, sortings

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197.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2022-01-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZhouYuHang's solution](#)

198.

293D

[Ksusha and Square](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2700 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, probabilities, two pointers

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199.

1856E2

[PermuTree \(hard version\)](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

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200.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ZhouYuHang's solution](#)

201.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ZhouYuHang's solution](#)

202.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2024-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[ZhouYuHang's solution](#)

203.

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[ZhouYuHang's solution](#)

204.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ZhouYuHang's solution](#)

205.

2174F

[Mosaic Tree](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math, trees

[ZhouYuHang's solution](#)

206.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math, matrices

[ZhouYuHang's solution](#)

207.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[ZhouYuHang's solution](#)

208.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[ZhouYuHang's solution](#)

209.

908G

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

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[ZhouYuHang's solution](#)

210.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory, trees

[ZhouYuHang's solution](#)

211.

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[ZhouYuHang's solution](#)

212.

319D

[Have You Ever Heard About the Word?](#) · [Tutorial](#)

Quality: 777 global accepts · Rating: 2800 · first AC: 2022-10-02 · last AC: 2022-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[ZhouYuHang's solution](#)

213.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2022-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ZhouYuHang's solution](#)

214.

325E

[The Red Button](#) · [Tutorial](#)

Quality: 949 global accepts · Rating: 2800 · first AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, greedy

[ZhouYuHang's solution](#)

215.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[ZhouYuHang's solution](#)

216.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2024-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[ZhouYuHang's solution](#)

217.

241D

[Numbers](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2900 · first AC: 2023-11-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ZhouYuHang's solution](#)

218.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[ZhouYuHang's solution](#)

219.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[ZhouYuHang's solution](#)

220.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[ZhouYuHang's solution](#)

221.

274E

[Mirror Room](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 3000 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ZhouYuHang's solution](#)

222.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 358 global accepts · Rating: 3000 · first AC: 2022-07-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[ZhouYuHang's solution](#)

223.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-05-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ZhouYuHang's solution](#)

224.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-03-31 · last AC: 2023-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ZhouYuHang's solution](#)

225.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2024-08-01 · C++20 (GCC 13-64) (first AC) · Tags: fft, math

[ZhouYuHang's solution](#)

226.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[ZhouYuHang's solution](#)

227.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[ZhouYuHang's solution](#)

228.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-05-21 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[ZhouYuHang's solution](#)

229.

804F

[Fake bullions](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3400 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, number theory

[ZhouYuHang's solution](#)

230.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[ZhouYuHang's solution](#)

231.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-05-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs

[ZhouYuHang's solution](#)

232.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dp

[ZhouYuHang's solution](#)

233.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2025-01-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[ZhouYuHang's solution](#)

234.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2025-01-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[ZhouYuHang's solution](#)

235.

391E2

[Three Trees](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ZhouYuHang's solution](#)

236.

103469M

[Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhouYuHang's solution](#)

237.

103148C

[Twin Cookies](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: —

[ZhouYuHang's solution](#)

238.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: —

[ZhouYuHang's solution](#)