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2179B
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- 8.**
2179A
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2170A
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2167A

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1654A

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36.

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89.

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1612A

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1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

102.

1651B

[Prove Him Wrong](#) · [Tutorial](#)

Quality: 20,480 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii_'s solution](#)

103.

1651A

[Playoff](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 800 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii_'s solution](#)

104.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,228 global accepts · Rating: 800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[__baozii_'s solution](#)

105.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-10-11 · Go (first AC) · Tags: constructive algorithms, games

[__baozii_'s solution](#)

106.

1741B

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

Quality: 26,761 global accepts · Rating: 800 · first AC: 2024-10-10 · Go (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

107.

1741A

[Compare T-Shirt Sizes](#) · [Tutorial](#)

Quality: 33,801 global accepts · Rating: 800 · first AC: 2024-10-10 · Go (first AC) · Tags: implementation, strings
[__baozii__'s solution](#)

108.

1714C

[Minimum Varied Number](#) · [Tutorial](#)

Quality: 33,426 global accepts · Rating: 800 · first AC: 2024-10-09 · Go (first AC) · Tags: greedy
[__baozii__'s solution](#)

109.

1714B

[Remove Prefix](#) · [Tutorial](#)

Quality: 33,772 global accepts · Rating: 800 · first AC: 2024-10-09 · Go (first AC) · Tags: data structures, greedy, implementation
[__baozii__'s solution](#)

110.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,934 global accepts · Rating: 800 · first AC: 2024-10-08 · Go (first AC) · Tags: constructive algorithms, math
[__baozii__'s solution](#)

111.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,970 global accepts · Rating: 800 · first AC: 2024-10-07 · Go (first AC) · Tags: strings
[__baozii__'s solution](#)

112.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2024-10-07 · Go (first AC) · Tags: brute force, implementation, strings
[__baozii__'s solution](#)

113.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[__baozii__'s solution](#)

114.

1400A

[String Similarity](#) · [Tutorial](#)

Quality: 27,967 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, strings
[__baozii__'s solution](#)

115.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,500 global accepts · Rating: 800 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, sortings
[__baozii__'s solution](#)

116.

1462B

[Last Year's Substring](#) · [Tutorial](#)

Quality: 29,175 global accepts · Rating: 800 · first AC: 2024-10-03 · Go (first AC) · Tags: dp, implementation, strings
[__baozii__'s solution](#)

117.

1462A

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

Quality: 48,958 global accepts · Rating: 800 · first AC: 2024-10-03 · Go (first AC) · Tags: implementation, two pointers
[__baozii__'s solution](#)

118.

1283A

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

Quality: 61,295 global accepts · Rating: 800 · first AC: 2024-10-02 · Go (first AC) · Tags: math

[__baozii__'s solution](#)

119.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

Quality: 21,319 global accepts · Rating: 800 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation

[__baozii__'s solution](#)

120.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

121.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,628 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[__baozii__'s solution](#)

122.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,450 global accepts · Rating: 800 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: brute force, implementation

[__baozii__'s solution](#)

123.

1296A

[Array with Odd Sum](#) · [Tutorial](#)

Quality: 48,337 global accepts · Rating: 800 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: math

[__baozii__'s solution](#)

124.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,979 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[__baozii__'s solution](#)

125.

2020A

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

Quality: 25,941 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, math, number theory

[__baozii__'s solution](#)

126.

1360B

[Honest Coach](#) · [Tutorial](#)

Quality: 53,716 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii__'s solution](#)

127.

1360A

[Minimal Square](#) · [Tutorial](#)

Quality: 57,086 global accepts · Rating: 800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

128.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,935 global accepts · Rating: 800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

129.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,703 global accepts · Rating: 800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: implementation, strings

[__baozii__'s solution](#)

130.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,026 global accepts · Rating: 800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: implementation, strings

[__baozii__'s solution](#)

131.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,540 global accepts · Rating: 800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[__baozii__'s solution](#)

132.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,474 global accepts · Rating: 800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[__baozii__'s solution](#)

133.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,521 global accepts · Rating: 800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

134.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,048 global accepts · Rating: 800 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[__baozii__'s solution](#)

135.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[__baozii__'s solution](#)

136.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,538 global accepts · Rating: 800 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: math

[__baozii__'s solution](#)

137.

1607A

[Linear Keyboard](#) · [Tutorial](#)

Quality: 40,684 global accepts · Rating: 800 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: implementation, strings

[__baozii__'s solution](#)

138.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[__baozii__'s solution](#)

139.

1618A

[Polycarp and Sums of Subsequences](#) · [Tutorial](#)

Quality: 34,380 global accepts · Rating: 800 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[__baozii_'s solution](#)

140.

1642A

[Hard Way](#) · [Tutorial](#)

Quality: 16,732 global accepts · Rating: 800 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: geometry

[__baozii_'s solution](#)

141.

2014B

[Robin Hood and the Major Oak](#) · [Tutorial](#)

Quality: 33,189 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: math

[__baozii_'s solution](#)

142.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,704 global accepts · Rating: 800 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[__baozii_'s solution](#)

143.

1490A

[Dense Array](#) · [Tutorial](#)

Quality: 32,973 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

144.

1611B

[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, math

[__baozii_'s solution](#)

145.

1611A

[Make Even](#) · [Tutorial](#)

Quality: 33,411 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

146.

1538B

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

Quality: 33,536 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

147.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy

[__baozii_'s solution](#)

148.

1650A

[Deletions of Two Adjacent Letters](#) · [Tutorial](#)

Quality: 37,303 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: implementation, strings

[__baozii_'s solution](#)

149.

1674B

[Dictionary](#) · [Tutorial](#)

Quality: 29,406 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: combinatorics, math

[__baozii_'s solution](#)

150.

1674A

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

Quality: 27,968 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

151.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,229 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

152.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,631 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: math

[__baozii_'s solution](#)

153.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii_'s solution](#)

154.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

155.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

156.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[__baozii_'s solution](#)

157.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,877 global accepts · Rating: 800 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force

[__baozii_'s solution](#)

158.

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: math, sortings

[__baozii_'s solution](#)

159.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: geometry, math

[__baozii_'s solution](#)

160.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[__baozii_'s solution](#)

161.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,105 global accepts · Rating: 800 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[__baozii_'s solution](#)

162.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2024-09-15 · last AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: geometry, greedy, sortings

[__baozii_'s solution](#)

163.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,146 global accepts · Rating: 800 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, number theory

[__baozii_'s solution](#)

164.

1562A

[The Miracle and the Sleeper](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

165.

1646B

[Quality vs Quantity](#) · [Tutorial](#)

Quality: 22,680 global accepts · Rating: 800 · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings, two pointers

[__baozii_'s solution](#)

166.

1646A

[Square Counting](#) · [Tutorial](#)

Quality: 25,388 global accepts · Rating: 800 · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: math

[__baozii_'s solution](#)

167.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: strings

[__baozii_'s solution](#)

168.

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, two pointers

[__baozii_'s solution](#)

169.

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,064 global accepts · Rating: 800 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii_'s solution](#)

170.

1719A

[Chip Game](#) · [Tutorial](#)

Quality: 26,821 global accepts · Rating: 800 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: games, math

[__baozii_'s solution](#)

171.

1793A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

172.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,821 global accepts · Rating: 800 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii__'s solution](#)

173.

1864A

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

Quality: 21,418 global accepts · Rating: 800 · first AC: 2024-09-08 · Go (first AC) · Tags: constructive algorithms, greedy, implementation, math

[__baozii__'s solution](#)

174.

1658B

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

Quality: 19,543 global accepts · Rating: 800 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: combinatorics, math, number theory

[__baozii__'s solution](#)

175.

1658A

[Marin and Photoshoot](#) · [Tutorial](#)

Quality: 20,907 global accepts · Rating: 800 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[__baozii__'s solution](#)

176.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[__baozii__'s solution](#)

177.

1717A

[Madoka and Strange Thoughts](#) · [Tutorial](#)

Quality: 20,956 global accepts · Rating: 800 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: math, number theory

[__baozii__'s solution](#)

178.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii__'s solution](#)

179.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,928 global accepts · Rating: 800 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: implementation, math

[__baozii__'s solution](#)

180.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,174 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[__baozii__'s solution](#)

181.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,447 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

182.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,617 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

183.

1692C

[Where's the Bishop?](#) · [Tutorial](#)

Quality: 38,911 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

184.

1692B

[All Distinct](#) · [Tutorial](#)

Quality: 39,433 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii__'s solution](#)

185.

1692A

[Marathon](#) · [Tutorial](#)

Quality: 85,730 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

186.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,085 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[__baozii__'s solution](#)

187.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,284 global accepts · Rating: 800 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

188.

1829C

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

Quality: 32,459 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, implementation

[__baozii__'s solution](#)

189.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,007 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

190.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,689 global accepts · Rating: 800 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: implementation, strings

[__baozii__'s solution](#)

191.

1547B

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

Quality: 27,901 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: greedy, implementation, strings

[__baozii__'s solution](#)

192.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: implementation, math

[__baozii__'s solution](#)

193.

2007A

[Dora's Set](#) · [Tutorial](#)

Quality: 25,250 global accepts · Rating: 800 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[__baozii__'s solution](#)

194.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,650 global accepts · Rating: 800 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii__'s solution](#)

195.

1789B

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

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: brute force, implementation, strings, two pointers

[__baozii__'s solution](#)

196.

1789A

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

Quality: 32,948 global accepts · Rating: 800 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory

[__baozii__'s solution](#)

197.

1675A

[Food for Animals](#) · [Tutorial](#)

Quality: 36,807 global accepts · Rating: 800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

198.

2003B

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

Quality: 27,527 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings

[__baozii__'s solution](#)

199.

2003A

[Turtle and Good Strings](#) · [Tutorial](#)

Quality: 32,663 global accepts · Rating: 800 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, strings

[__baozii__'s solution](#)

200.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,092 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation

[__baozii__'s solution](#)

201.

1690B

[Array Decrements](#) · [Tutorial](#)

Quality: 26,932 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

202.

1690A

[Print a Pedestal \(Codeforces logo?\)](#) · [Tutorial](#)

Quality: 35,628 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[__baozii__'s solution](#)

203.

1681B

[Card Trick](#) · [Tutorial](#)

Quality: 21,036 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[__baozii__'s solution](#)

204.

1681A

[Game with Cards](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[__baozii__'s solution](#)

205.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[__baozii_'s solution](#)

206.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,451 global accepts · Rating: 800 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[__baozii_'s solution](#)

207.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,708 global accepts · Rating: 800 · first AC: 2024-08-15 · last AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: implementation, math

[__baozii_'s solution](#)

208.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

209.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, math, strings

[__baozii_'s solution](#)

210.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[__baozii_'s solution](#)

211.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[__baozii_'s solution](#)

212.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,875 global accepts · Rating: 800 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii_'s solution](#)

213.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings

[__baozii_'s solution](#)

214.

1786A2

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

Quality: 12,218 global accepts · Rating: 800 · first AC: 2024-08-14 · Go (first AC) · Tags: implementation

[__baozii_'s solution](#)

215.

1786A1

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

Quality: 14,819 global accepts · Rating: 800 · first AC: 2024-08-14 · Go (first AC) · Tags: implementation

[__baozii_'s solution](#)

216.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: two pointers

[__baozii__'s solution](#)

217.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,097 global accepts · Rating: 800 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: implementation, math, strings

[__baozii__'s solution](#)

218.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[__baozii__'s solution](#)

219.

1998A

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

Quality: 26,135 global accepts · Rating: 800 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[__baozii__'s solution](#)

220.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,167 global accepts · Rating: 800 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

221.

2171B

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

Quality: 27,097 global accepts · Rating: 900 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: math

[__baozii__'s solution](#)

222.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,049 global accepts · Rating: 900 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

223.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,135 global accepts · Rating: 900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[__baozii__'s solution](#)

224.

2132B

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

Quality: 33,546 global accepts · Rating: 900 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: math

[__baozii__'s solution](#)

225.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math, number theory

[__baozii__'s solution](#)

226.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,833 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

227.

2072B

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

Quality: 30,934 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[__baozii__'s solution](#)

228.

2060C

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

Quality: 32,073 global accepts · Rating: 900 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings, two pointers

[__baozii__'s solution](#)

229.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[__baozii__'s solution](#)

230.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: strings

[__baozii__'s solution](#)

231.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii__'s solution](#)

232.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

233.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2024-11-22 · Go (first AC) · Tags: greedy, implementation, sortings

[__baozii__'s solution](#)

234.

1213A

[Chips Moving](#) · [Tutorial](#)

Quality: 25,603 global accepts · Rating: 900 · first AC: 2024-11-21 · Go (first AC) · Tags: math

[__baozii__'s solution](#)

235.

2028A

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

Quality: 20,305 global accepts · Rating: 900 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[__baozii__'s solution](#)

236.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,747 global accepts · Rating: 900 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[__baozii__'s solution](#)

237.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2024-10-21 · Go (first AC) · Tags: constructive algorithms, greedy
[__baozii__'s solution](#)

238.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 900 · first AC: 2024-10-19 · Go (first AC) · Tags: constructive algorithms, math
[__baozii__'s solution](#)

239.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: implementation, math
[__baozii__'s solution](#)

240.

1714A

[Everyone Loves to Sleep](#) · [Tutorial](#)

Quality: 32,894 global accepts · Rating: 900 · first AC: 2024-10-09 · Go (first AC) · Tags: implementation, math
[__baozii__'s solution](#)

241.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2024-10-07 · Go (first AC) · Tags: brute force, geometry, greedy
[__baozii__'s solution](#)

242.

1462C

[Unique Number](#) · [Tutorial](#)

Quality: 36,445 global accepts · Rating: 900 · first AC: 2024-10-03 · Go (first AC) · Tags: brute force, greedy, math
[__baozii__'s solution](#)

243.

1283B

[Candies Division](#) · [Tutorial](#)

Quality: 23,083 global accepts · Rating: 900 · first AC: 2024-10-02 · Go (first AC) · Tags: math
[__baozii__'s solution](#)

244.

1296B

[Food Buying](#) · [Tutorial](#)

Quality: 32,694 global accepts · Rating: 900 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: math
[__baozii__'s solution](#)

245.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,336 global accepts · Rating: 900 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings
[__baozii__'s solution](#)

246.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,019 global accepts · Rating: 900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[__baozii__'s solution](#)

247.

1475B

[New Year's Number](#) · [Tutorial](#)

Quality: 57,239 global accepts · Rating: 900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, math
[__baozii__'s solution](#)

248.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,796 global accepts · Rating: 900 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: math, number theory

[__baozii__'s solution](#)

249.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,638 global accepts · Rating: 900 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, math

[__baozii__'s solution](#)

250.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: games, greedy, implementation

[__baozii__'s solution](#)

251.

1607B

[Odd Grasshopper](#) · [Tutorial](#)

Quality: 39,437 global accepts · Rating: 900 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: math

[__baozii__'s solution](#)

252.

1642B

[Power Walking](#) · [Tutorial](#)

Quality: 18,246 global accepts · Rating: 900 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii__'s solution](#)

253.

1650B

[DIV + MOD](#) · [Tutorial](#)

Quality: 29,993 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: math

[__baozii__'s solution](#)

254.

2013B

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

Quality: 28,240 global accepts · Rating: 900 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[__baozii__'s solution](#)

255.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,298 global accepts · Rating: 900 · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[__baozii__'s solution](#)

256.

2005A

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

Quality: 26,244 global accepts · Rating: 900 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[__baozii__'s solution](#)

257.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,854 global accepts · Rating: 900 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[__baozii__'s solution](#)

258.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,088 global accepts · Rating: 900 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii__'s solution](#)

259.

2007B

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

Quality: 25,592 global accepts · Rating: 900 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy
[__baozii__'s solution](#)

260.

1675B

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

Quality: 43,277 global accepts · Rating: 900 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[__baozii__'s solution](#)

261.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,568 global accepts · Rating: 900 · first AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[__baozii__'s solution](#)

262.

2199A

[Game](#) · [Tutorial](#)

Quality: 1,338 global accepts · Rating: 1000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special
[__baozii__'s solution](#)

263.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2026-02-18 · PyPy 3-64 (first AC) · Tags: sortings
[__baozii__'s solution](#)

264.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,709 global accepts · Rating: 1000 · first AC: 2026-01-25 · Go (first AC) · Tags: data structures, greedy
[__baozii__'s solution](#)

265.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii__'s solution](#)

266.

2167D

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

Quality: 30,203 global accepts · Rating: 1000 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[__baozii__'s solution](#)

267.

2147B

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

Quality: 16,954 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[__baozii__'s solution](#)

268.

2144B

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

Quality: 18,469 global accepts · Rating: 1000 · first AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, greedy
[__baozii__'s solution](#)

269.

2132C1

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

Quality: 27,734 global accepts · Rating: 1000 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: greedy, math
[__baozii__'s solution](#)

270.

2114C

[Need More Arrays](#) · [Tutorial](#)

Quality: 30,891 global accepts · Rating: 1000 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: dp, greedy

[__baozii_'s solution](#)

271.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,758 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[__baozii_'s solution](#)

272.

2093C

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

Quality: 30,840 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[__baozii_'s solution](#)

273.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[__baozii_'s solution](#)

274.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,813 global accepts · Rating: 1000 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[__baozii_'s solution](#)

275.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,828 global accepts · Rating: 1000 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii_'s solution](#)

276.

2090B

[Pushing Balls](#) · [Tutorial](#)

Quality: 16,466 global accepts · Rating: 1000 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation

[__baozii_'s solution](#)

277.

2060B

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

Quality: 28,588 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

278.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,274 global accepts · Rating: 1000 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

279.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

280.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[__baozii_'s solution](#)

281.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[__baozii_'s solution](#)

282.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: brute force, geometry, math, number theory

[__baozii_'s solution](#)

283.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[__baozii_'s solution](#)

284.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,259 global accepts · Rating: 1000 · first AC: 2024-12-05 · PyPy 3-64 (first AC) · Tags: brute force, greedy, strings

[__baozii_'s solution](#)

285.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: dsu, math

[__baozii_'s solution](#)

286.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,762 global accepts · Rating: 1000 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, two pointers

[__baozii_'s solution](#)

287.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,011 global accepts · Rating: 1000 · first AC: 2024-11-26 · Kotlin 1.9 (first AC) · Tags: implementation, two pointers

[__baozii_'s solution](#)

288.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: implementation

[__baozii_'s solution](#)

289.

1203A

[Circle of Students](#) · [Tutorial](#)

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2024-11-20 · Go (first AC) · Tags: implementation

[__baozii_'s solution](#)

290.

2037C

[Superultra's Favorite Permutation](#) · [Tutorial](#)

Quality: 25,528 global accepts · Rating: 1000 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[__baozii_'s solution](#)

291.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,883 global accepts · Rating: 1000 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[__baozii_'s solution](#)

292.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,311 global accepts · Rating: 1000 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[__baozii_'s solution](#)

293.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,087 global accepts · Rating: 1000 · first AC: 2024-10-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[__baozii_'s solution](#)

294.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

295.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,312 global accepts · Rating: 1000 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation, sortings

[__baozii_'s solution](#)

296.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,698 global accepts · Rating: 1000 · first AC: 2024-10-11 · Go (first AC) · Tags: implementation

[__baozii_'s solution](#)

297.

1841B

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

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-10-11 · Go (first AC) · Tags: implementation

[__baozii_'s solution](#)

298.

1861B

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

Quality: 24,003 global accepts · Rating: 1000 · first AC: 2024-10-08 · Go (first AC) · Tags: constructive algorithms, dp, greedy

[__baozii_'s solution](#)

299.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,432 global accepts · Rating: 1000 · first AC: 2024-10-02 · Go (first AC) · Tags: math

[__baozii_'s solution](#)

300.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[__baozii_'s solution](#)

301.

1144C

[Two Shuffled Sequences](#) · [Tutorial](#)

Quality: 16,361 global accepts · Rating: 1000 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, sortings

[__baozii__'s solution](#)

302.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: geometry, math

[__baozii__'s solution](#)

303.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,796 global accepts · Rating: 1000 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, greedy, implementation

[__baozii__'s solution](#)

304.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,884 global accepts · Rating: 1000 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: binary search, greedy

[__baozii__'s solution](#)

305.

1419D1

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

Quality: 26,384 global accepts · Rating: 1000 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[__baozii__'s solution](#)

306.

1607C

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

Quality: 26,836 global accepts · Rating: 1000 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: brute force, sortings

[__baozii__'s solution](#)

307.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math

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308.

1674C

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309.

2005B1

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310.

1562B

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Quality: 20,542 global accepts · Rating: 1000 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

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311.

1837C

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Quality: 24,575 global accepts · Rating: 1000 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

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312.

1906A

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Quality: 6,049 global accepts · Rating: 1000 · first AC: 2024-09-06 · PyPy 3-64 (first AC) · Tags: brute force

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313.

1829D

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[__baozii__'s solution](#)

314.

1704B

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Quality: 29,908 global accepts · Rating: 1000 · first AC: 2024-08-29 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

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315.

1690D

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Quality: 47,017 global accepts · Rating: 1000 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: implementation, two pointers

[__baozii__'s solution](#)

316.

1485A

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[__baozii__'s solution](#)

317.

2004B

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Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: brute force, greedy

[__baozii__'s solution](#)

318.

2000C

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Quality: 31,421 global accepts · Rating: 1000 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: data structures, strings

[__baozii__'s solution](#)

319.

1786C

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

Rating: 1000 · first AC: 2024-08-14 · Go (first AC) · Tags: greedy, sortings

[__baozii__'s solution](#)

320.

2002B

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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games

[__baozii__'s solution](#)

321.

1998B

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Quality: 28,161 global accepts · Rating: 1000 · first AC: 2024-08-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[__baozii__'s solution](#)

322.

2193D

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Quality: 21,566 global accepts · Rating: 1100 · first AC: 2026-01-25 · Go (first AC) · Tags: binary search, sortings, two pointers

[__baozii__'s solution](#)

323.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,095 global accepts · Rating: 1100 · first AC: 2026-01-12 · Go (first AC) · Tags: math

[__baozii_'s solution](#)

324.

2184C

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325.

2183B

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Quality: 16,169 global accepts · Rating: 1100 · first AC: 2026-01-08 · Go (first AC) · Tags: constructive algorithms, greedy

[__baozii_'s solution](#)

326.

2179C

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

Quality: 22,296 global accepts · Rating: 1100 · first AC: 2025-12-26 · Go (first AC) · Tags: implementation, math, number theory, sortings

[__baozii_'s solution](#)

327.

2171C1

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

Quality: 19,238 global accepts · Rating: 1100 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[__baozii_'s solution](#)

328.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,104 global accepts · Rating: 1100 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii_'s solution](#)

329.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,393 global accepts · Rating: 1100 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[__baozii_'s solution](#)

330.

2128B

[Deque Process](#) · [Tutorial](#)

Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[__baozii_'s solution](#)

331.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

332.

2126C

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Quality: 26,274 global accepts · Rating: 1100 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

333.

1609B

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Quality: 12,147 global accepts · Rating: 1100 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings

[__baozii__'s solution](#)

334.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,385 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[__baozii__'s solution](#)

335.

2103B

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

Quality: 17,705 global accepts · Rating: 1100 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

336.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings

[__baozii__'s solution](#)

337.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory

[__baozii__'s solution](#)

338.

2086B

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Quality: 18,992 global accepts · Rating: 1100 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: binary search, brute force, greedy

[__baozii__'s solution](#)

339.

2074C

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340.

2063B

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

Quality: 23,192 global accepts · Rating: 1100 · first AC: 2025-01-22 · Go (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[__baozii__'s solution](#)

341.

2061B

[Kevin and Geometry](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · Go (first AC) · Tags: binary search, geometry

[__baozii__'s solution](#)

342.

2060D

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

Quality: 26,194 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[__baozii__'s solution](#)

343.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,099 global accepts · Rating: 1100 · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math

[__baozii__'s solution](#)

344.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[__baozii__'s solution](#)

345.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings
[__baozii__'s solution](#)

346.

1726B

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[__baozii__'s solution](#)

347.

1760E

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

Quality: 23,006 global accepts · Rating: 1100 · first AC: 2024-11-26 · Kotlin 1.9 (first AC) · Tags: data structures, greedy, math
[__baozii__'s solution](#)

348.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,555 global accepts · Rating: 1100 · first AC: 2024-11-21 · Go (first AC) · Tags: data structures, implementation
[__baozii__'s solution](#)

349.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2024-11-19 · Go (first AC) · Tags: binary search, math
[__baozii__'s solution](#)

350.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2024-11-15 · Go (first AC) · Tags: greedy, sortings
[__baozii__'s solution](#)

351.

1703D

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Quality: 29,205 global accepts · Rating: 1100 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, strings
[__baozii__'s solution](#)

352.

1807G1

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

Quality: 22,249 global accepts · Rating: 1100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings
[__baozii__'s solution](#)

353.

1807G2

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

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[__baozii__'s solution](#)

354.

1676E

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355.

2036C

[Anya and 1100](#) · [Tutorial](#)

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356.

2027B

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Quality: 17,710 global accepts · Rating: 1100 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy

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357.

2030C

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358.

2025B

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359.

1741C

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360.

1832B

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361.

1176B

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362.

1360C

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363.

1669F

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364.

1669D

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Quality: 25,421 global accepts · Rating: 1100 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: implementation

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365.

1826B

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366.

1593D1

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367.

1618C

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Quality: 32,396 global accepts · Rating: 1100 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: math

[__baozii__'s solution](#)

368.

2014C

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Quality: 27,456 global accepts · Rating: 1100 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

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369.

1490C

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Quality: 38,821 global accepts · Rating: 1100 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math

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370.

1708B

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Quality: 28,404 global accepts · Rating: 1100 · first AC: 2024-09-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii__'s solution](#)

371.

1656B

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Quality: 26,802 global accepts · Rating: 1100 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math, two pointers

[__baozii__'s solution](#)

372.

1933C

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Quality: 25,372 global accepts · Rating: 1100 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory

[__baozii__'s solution](#)

373.

1793B

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374.

1864B

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375.

1670B

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376.

1717B

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[__baozii__'s solution](#)

377.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

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[__baozii__'s solution](#)

378.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,552 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: greedy, sortings
[__baozii__'s solution](#)

379.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,660 global accepts · Rating: 1100 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, implementation
[__baozii__'s solution](#)

380.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,626 global accepts · Rating: 1100 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, implementation
[__baozii__'s solution](#)

381.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,415 global accepts · Rating: 1100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: greedy, two pointers
[__baozii__'s solution](#)

382.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,291 global accepts · Rating: 1100 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[__baozii__'s solution](#)

383.

1700B

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Quality: 19,885 global accepts · Rating: 1100 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math
[__baozii__'s solution](#)

384.

1706B

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Quality: 17,484 global accepts · Rating: 1100 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: dp, greedy, math
[__baozii__'s solution](#)

385.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: games, greedy, sortings
[__baozii__'s solution](#)

386.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1100 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[__baozii__'s solution](#)

387.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,814 global accepts · Rating: 1200 · first AC: 2026-02-11 · Go (first AC) · Tags: games, math

[__baozii__'s solution](#)

388.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,510 global accepts · Rating: 1200 · first AC: 2025-12-29 · Go (first AC) · Tags: brute force, combinatorics, dp

[__baozii__'s solution](#)

389.

2181H

[Honey Cake](#) · [Tutorial](#)

Quality: 6,599 global accepts · Rating: 1200 · first AC: 2025-12-17 · last AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[__baozii__'s solution](#)

390.

2170B

[Addition on a Segment](#) · [Tutorial](#)

Quality: 14,284 global accepts · Rating: 1200 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

391.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,893 global accepts · Rating: 1200 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[__baozii__'s solution](#)

392.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,350 global accepts · Rating: 1200 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: strings

[__baozii__'s solution](#)

393.

2141B

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Quality: 1,429 global accepts · Rating: 1200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[__baozii__'s solution](#)

394.

2128C

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Quality: 20,589 global accepts · Rating: 1200 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

395.

2126D

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Quality: 24,011 global accepts · Rating: 1200 · first AC: 2025-07-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, sortings

[__baozii__'s solution](#)

396.

1553C

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Quality: 19,803 global accepts · Rating: 1200 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[__baozii__'s solution](#)

397.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,302 global accepts · Rating: 1200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[__baozii__'s solution](#)

398.

2121C

[Those Who Are With Us](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[__baozii_'s solution](#)

399.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,622 global accepts · Rating: 1200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
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400.

2092C

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Quality: 22,579 global accepts · Rating: 1200 · first AC: 2025-03-29 · Kotlin 1.9 (first AC) · Tags: constructive algorithms, greedy, math
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401.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,487 global accepts · Rating: 1200 · first AC: 2025-03-25 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math
[__baozii_'s solution](#)

402.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,572 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[__baozii_'s solution](#)

403.

2056C

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Quality: 19,433 global accepts · Rating: 1200 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, math
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404.

2053B

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Quality: 16,976 global accepts · Rating: 1200 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy
[__baozii_'s solution](#)

405.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,143 global accepts · Rating: 1200 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[__baozii_'s solution](#)

406.

2046A

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[__baozii_'s solution](#)

407.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math
[__baozii_'s solution](#)

408.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii__'s solution](#)

409.

1213C

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Quality: 19,622 global accepts · Rating: 1200 · first AC: 2024-11-21 · Go (first AC) · Tags: math

[__baozii__'s solution](#)

410.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2024-11-20 · Go (first AC) · Tags: greedy, math

[__baozii__'s solution](#)

411.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2024-11-19 · Go (first AC) · Tags: math

[__baozii__'s solution](#)

412.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2024-11-15 · Go (first AC) · Tags: implementation, math

[__baozii__'s solution](#)

413.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,580 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[__baozii__'s solution](#)

414.

1352C

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Quality: 69,758 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[__baozii__'s solution](#)

415.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,816 global accepts · Rating: 1200 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[__baozii__'s solution](#)

416.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[__baozii__'s solution](#)

417.

1613C

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Quality: 29,706 global accepts · Rating: 1200 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search

[__baozii__'s solution](#)

418.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,091 global accepts · Rating: 1200 · first AC: 2024-10-11 · Go (first AC) · Tags: sortings, two pointers

[__baozii__'s solution](#)

419.

1133B

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Quality: 14,369 global accepts · Rating: 1200 · first AC: 2024-10-11 · Go (first AC) · Tags: math, number theory

[__baozii__'s solution](#)

420.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,388 global accepts · Rating: 1200 · first AC: 2024-10-07 · Go (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

421.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[__baozii__'s solution](#)

422.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,817 global accepts · Rating: 1200 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math, number theory

[__baozii__'s solution](#)

423.

1150C

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

Rating: 1200 · first AC: 2024-10-02 · Go (first AC) · Tags: constructive algorithms, greedy, math, number theory

[__baozii__'s solution](#)

424.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,467 global accepts · Rating: 1200 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: data structures, hashing, math

[__baozii__'s solution](#)

425.

2020B

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Quality: 21,663 global accepts · Rating: 1200 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: binary search, math

[__baozii__'s solution](#)

426.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, implementation

[__baozii__'s solution](#)

427.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,252 global accepts · Rating: 1200 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: data structures, math, strings

[__baozii__'s solution](#)

428.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,279 global accepts · Rating: 1200 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, sortings

[__baozii__'s solution](#)

429.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,975 global accepts · Rating: 1200 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[__baozii__'s solution](#)

430.

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-09-22 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii__'s solution](#)

431.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[__baozii__'s solution](#)

432.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,513 global accepts · Rating: 1200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: greedy, hashing, implementation, sortings

[__baozii__'s solution](#)

433.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,791 global accepts · Rating: 1200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[__baozii__'s solution](#)

434.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii__'s solution](#)

435.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[__baozii__'s solution](#)

436.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[__baozii__'s solution](#)

437.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,682 global accepts · Rating: 1200 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, sortings

[__baozii__'s solution](#)

438.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,092 global accepts · Rating: 1200 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, two pointers

[__baozii__'s solution](#)

439.

1909B

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

Quality: 30,947 global accepts · Rating: 1200 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[__baozii__'s solution](#)

440.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,275 global accepts · Rating: 1200 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: binary search, implementation, two pointers
[__baozii_'s solution](#)

441.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1200 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[__baozii_'s solution](#)

442.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: dp, implementation, math
[__baozii_'s solution](#)

443.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,836 global accepts · Rating: 1200 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: greedy, implementation, two pointers
[__baozii_'s solution](#)

444.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 1200 · first AC: 2024-08-11 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, math
[__baozii_'s solution](#)

445.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 1300 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[__baozii_'s solution](#)

446.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,897 global accepts · Rating: 1300 · first AC: 2026-02-18 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, dp, math, number theory
[__baozii_'s solution](#)

447.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,198 global accepts · Rating: 1300 · first AC: 2026-01-25 · Go (first AC) · Tags: dp, math, number theory, shortest paths
[__baozii_'s solution](#)

448.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,509 global accepts · Rating: 1300 · first AC: 2025-12-26 · Go (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[__baozii_'s solution](#)

449.

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,732 global accepts · Rating: 1300 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings
[__baozii_'s solution](#)

450.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,246 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers
[__baozii_'s solution](#)

451.

2172M

[Maximum Distance To Port](#) · [Tutorial](#)

Quality: 5,813 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths
[__baozii_'s solution](#)

452.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,666 global accepts · Rating: 1300 · first AC: 2025-11-14 · PyPy 3-64 (first AC) · Tags: dp, greedy, math, two pointers
[__baozii_'s solution](#)

453.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,689 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[__baozii_'s solution](#)

454.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,988 global accepts · Rating: 1300 · first AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: combinatorics, dp, math
[__baozii_'s solution](#)

455.

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
[__baozii_'s solution](#)

456.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings
[__baozii_'s solution](#)

457.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[__baozii_'s solution](#)

458.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,299 global accepts · Rating: 1300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[__baozii_'s solution](#)

459.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[__baozii_'s solution](#)

460.

1638C

[Inversion Graph](#) · [Tutorial](#)

Quality: 15,942 global accepts · Rating: 1300 · first AC: 2025-06-21 · PyPy 3-64 (first AC) · Tags: data structures, dsu, graphs, math
[__baozii_'s solution](#)

461.

2121D

[1709](#) · [Tutorial](#)

Quality: 18,203 global accepts · Rating: 1300 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings

[__baozii__'s solution](#)

462.

1819A

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

Quality: 14,593 global accepts · Rating: 1300 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[__baozii__'s solution](#)

463.

2086C

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

Quality: 16,125 global accepts · Rating: 1300 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[__baozii__'s solution](#)

464.

2091E

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

Quality: 19,628 global accepts · Rating: 1300 · first AC: 2025-03-25 · last AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[__baozii__'s solution](#)

465.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

466.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,638 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[__baozii__'s solution](#)

467.

2056B

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

Quality: 17,921 global accepts · Rating: 1300 · first AC: 2025-01-17 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[__baozii__'s solution](#)

468.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,013 global accepts · Rating: 1300 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, strings

[__baozii__'s solution](#)

469.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation, math

[__baozii__'s solution](#)

470.

2033D

[Kousuke's Assignment](#) · [Tutorial](#)

Quality: 18,195 global accepts · Rating: 1300 · first AC: 2024-12-16 · last AC: 2024-12-30 · Go (first AC) · Tags: data structures, dp, dsu, greedy, math

[__baozii__'s solution](#)

471.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,557 global accepts · Rating: 1300 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation

[__baozii_'s solution](#)

472.

1249B2

[Books Exchange \(hard version\) · Tutorial](#)

Quality: 18,395 global accepts · Rating: 1300 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, math

[__baozii_'s solution](#)

473.

1234B2

[Social Network \(hard version\) · Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: data structures, implementation

[__baozii_'s solution](#)

474.

2041A

[The Bento Box Adventure · Tutorial](#)

Quality: 11,290 global accepts · Rating: 1300 · first AC: 2024-11-24 · PyPy 3-64 (first AC) · Tags: implementation, sortings

[__baozii_'s solution](#)

475.

1216D

[Swords · Tutorial](#)

Quality: 12,216 global accepts · Rating: 1300 · first AC: 2024-11-22 · Go (first AC) · Tags: math

[__baozii_'s solution](#)

476.

1203C

[Common Divisors · Tutorial](#)

Quality: 24,248 global accepts · Rating: 1300 · first AC: 2024-11-20 · Go (first AC) · Tags: implementation, math

[__baozii_'s solution](#)

477.

2037D

[Sharky Surfing · Tutorial](#)

Quality: 14,745 global accepts · Rating: 1300 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: data structures, greedy, two pointers

[__baozii_'s solution](#)

478.

1476B

[Inflation · Tutorial](#)

Quality: 21,637 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, math

[__baozii_'s solution](#)

479.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality · Tutorial](#)

Quality: 30,045 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[__baozii_'s solution](#)

480.

1352D

[Alice, Bob and Candies · Tutorial](#)

Quality: 29,853 global accepts · Rating: 1300 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[__baozii_'s solution](#)

481.

1807E

[Interview · Tutorial](#)

Quality: 16,771 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, interactive

[__baozii_'s solution](#)

482.

1676G

[White-Black Balanced Subtrees](#) · [Tutorial](#)

Quality: 23,999 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[__baozii__'s solution](#)

483.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,187 global accepts · Rating: 1300 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[__baozii__'s solution](#)

484.

2036D

[I Love 1543](#) · [Tutorial](#)

Quality: 15,987 global accepts · Rating: 1300 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, implementation, matrices

[__baozii__'s solution](#)

485.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,799 global accepts · Rating: 1300 · first AC: 2024-10-21 · Go (first AC) · Tags: binary search, math

[__baozii__'s solution](#)

486.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2024-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, number theory

[__baozii__'s solution](#)

487.

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2024-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[__baozii__'s solution](#)

488.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1300 · first AC: 2024-10-14 · Go (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[__baozii__'s solution](#)

489.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 1300 · first AC: 2024-10-14 · Go (first AC) · Tags: dp, implementation

[__baozii__'s solution](#)

490.

2022B

[Kar Salesman](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1300 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[__baozii__'s solution](#)

491.

1741D

[Masha and a Beautiful Tree](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1300 · first AC: 2024-10-10 · Go (first AC) · Tags: dfs and similar, divide and conquer, graphs, sortings, trees

[__baozii__'s solution](#)

492.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[__baozii__'s solution](#)

493.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy
[__baozii__'s solution](#)

494.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,098 global accepts · Rating: 1300 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: dp, greedy, implementation
[__baozii__'s solution](#)

495.

1360E

[Polygon](#) · [Tutorial](#)

Quality: 27,992 global accepts · Rating: 1300 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: dp, graphs, implementation, shortest paths
[__baozii__'s solution](#)

496.

1360D

[Buying Shovels](#) · [Tutorial](#)

Quality: 42,993 global accepts · Rating: 1300 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: math, number theory
[__baozii__'s solution](#)

497.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math
[__baozii__'s solution](#)

498.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,719 global accepts · Rating: 1300 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings
[__baozii__'s solution](#)

499.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,105 global accepts · Rating: 1300 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math
[__baozii__'s solution](#)

500.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: greedy, math, number theory
[__baozii__'s solution](#)

501.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: greedy, math, sortings
[__baozii__'s solution](#)

502.

1618D

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

Quality: 20,895 global accepts · Rating: 1300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[__baozii__'s solution](#)

503.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1300 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, math, two pointers

[__baozii__'s solution](#)

504.

1650D

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

Quality: 14,689 global accepts · Rating: 1300 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[__baozii__'s solution](#)

505.

1694C

[Directional Increase](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii__'s solution](#)

506.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,274 global accepts · Rating: 1300 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, dp, greedy

[__baozii__'s solution](#)

507.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[__baozii__'s solution](#)

508.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,827 global accepts · Rating: 1300 · first AC: 2024-09-13 · last AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[__baozii__'s solution](#)

509.

1794C

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

Quality: 22,081 global accepts · Rating: 1300 · first AC: 2024-09-12 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, two pointers

[__baozii__'s solution](#)

510.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2024-09-11 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[__baozii__'s solution](#)

511.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,279 global accepts · Rating: 1300 · first AC: 2024-09-08 · Go (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[__baozii__'s solution](#)

512.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii__'s solution](#)

513.

1692F

[3SUM](#) · [Tutorial](#)

Quality: 27,144 global accepts · Rating: 1300 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, math

[__baozii__'s solution](#)

514.

1829F

[Forever Winter](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 1300 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, math

[__baozii__'s solution](#)

515.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: constructive algorithms, games, greedy

[__baozii__'s solution](#)

516.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[__baozii__'s solution](#)

517.

1675D

[Vertical Paths](#) · [Tutorial](#)

Quality: 14,771 global accepts · Rating: 1300 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: graphs, implementation, trees

[__baozii__'s solution](#)

518.

1786B

[Cake Assembly Line](#) · [Tutorial](#)

Quality: 9,836 global accepts · Rating: 1300 · first AC: 2024-08-14 · Go (first AC) · Tags: brute force, sortings

[__baozii__'s solution](#)

519.

2199B

[Two Towers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 1400 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[__baozii__'s solution](#)

520.

2181B

[Battle of Arrays](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1400 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[__baozii__'s solution](#)

521.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,575 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees

[__baozii__'s solution](#)

522.

2171C2

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

Quality: 11,839 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, games, greedy

[__baozii__'s solution](#)

523.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, two pointers

[__baozii_'s solution](#)

524.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2025-09-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[__baozii_'s solution](#)

525.

1682C

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

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[__baozii_'s solution](#)

526.

2132C2

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

Quality: 13,336 global accepts · Rating: 1400 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math

[__baozii_'s solution](#)

527.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,382 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[__baozii_'s solution](#)

528.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[__baozii_'s solution](#)

529.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[__baozii_'s solution](#)

530.

2114D

[Come a Little Closer](#) · [Tutorial](#)

Quality: 14,640 global accepts · Rating: 1400 · first AC: 2025-05-26 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[__baozii_'s solution](#)

531.

2114E

[Kirei Attacks the Estate](#) · [Tutorial](#)

Quality: 14,003 global accepts · Rating: 1400 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, trees

[__baozii_'s solution](#)

532.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[__baozii_'s solution](#)

533.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[__baozii__'s solution](#)

534.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[__baozii__'s solution](#)

535.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,271 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, implementation

[__baozii__'s solution](#)

536.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,709 global accepts · Rating: 1400 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[__baozii__'s solution](#)

537.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[__baozii__'s solution](#)

538.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[__baozii__'s solution](#)

539.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2025-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[__baozii__'s solution](#)

540.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[__baozii__'s solution](#)

541.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: greedy, strings

[__baozii__'s solution](#)

542.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,138 global accepts · Rating: 1400 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[__baozii__'s solution](#)

543.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2024-11-19 · Go (first AC) · Tags: implementation, math

[__baozii_'s solution](#)

544.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,167 global accepts · Rating: 1400 · first AC: 2024-11-19 · Go (first AC) · Tags: bitmasks, constructive algorithms, greedy

[__baozii_'s solution](#)

545.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C# 10 (first AC) · Tags: games, greedy

[__baozii_'s solution](#)

546.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[__baozii_'s solution](#)

547.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-18 · Go (first AC) · Tags: data structures, geometry, greedy, sortings

[__baozii_'s solution](#)

548.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,084 global accepts · Rating: 1400 · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: math, sortings, two pointers

[__baozii_'s solution](#)

549.

2028B

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

Quality: 13,289 global accepts · Rating: 1400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math

[__baozii_'s solution](#)

550.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,326 global accepts · Rating: 1400 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[__baozii_'s solution](#)

551.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,139 global accepts · Rating: 1400 · first AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[__baozii_'s solution](#)

552.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[__baozii_'s solution](#)

553.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,538 global accepts · Rating: 1400 · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[__baozii_'s solution](#)

554.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,299 global accepts · Rating: 1400 · first AC: 2024-10-17 · PyPy 3-64 (first AC) · Tags: bitmasks, math
[__baozii__'s solution](#)

555.

1955D

[Inaccurate Subsequence Search](#) · [Tutorial](#)

Quality: 18,579 global accepts · Rating: 1400 · first AC: 2024-10-09 · Go (first AC) · Tags: data structures, two pointers
[__baozii__'s solution](#)

556.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1400 · first AC: 2024-10-09 · Go (first AC) · Tags: brute force, math, number theory
[__baozii__'s solution](#)

557.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,136 global accepts · Rating: 1400 · first AC: 2024-10-03 · Go (first AC) · Tags: greedy, math, number theory
[__baozii__'s solution](#)

558.

1256B

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

Quality: 13,682 global accepts · Rating: 1400 · first AC: 2024-10-02 · Go (first AC) · Tags: greedy
[__baozii__'s solution](#)

559.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, implementation
[__baozii__'s solution](#)

560.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 18,606 global accepts · Rating: 1400 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: greedy, math
[__baozii__'s solution](#)

561.

2020C

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

Quality: 18,296 global accepts · Rating: 1400 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[__baozii__'s solution](#)

562.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,838 global accepts · Rating: 1400 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy
[__baozii__'s solution](#)

563.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,202 global accepts · Rating: 1400 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: combinatorics, graphs, math
[__baozii__'s solution](#)

564.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,973 global accepts · Rating: 1400 · first AC: 2024-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[__baozii_'s solution](#)

565.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1400 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy

[__baozii_'s solution](#)

566.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,580 global accepts · Rating: 1400 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, strings

[__baozii_'s solution](#)

567.

1771B

[Hossam and Friends](#) · [Tutorial](#)

Quality: 21,328 global accepts · Rating: 1400 · first AC: 2024-09-16 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[__baozii_'s solution](#)

568.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,967 global accepts · Rating: 1400 · first AC: 2024-09-10 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy

[__baozii_'s solution](#)

569.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,992 global accepts · Rating: 1400 · first AC: 2024-09-07 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[__baozii_'s solution](#)

570.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,319 global accepts · Rating: 1400 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[__baozii_'s solution](#)

571.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1400 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: data structures, dp, sortings, two pointers

[__baozii_'s solution](#)

572.

2010C1

[Message Transmission Error \(easy version\)](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2024-08-29 · Go (first AC) · Tags: brute force, strings

[__baozii_'s solution](#)

573.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,269 global accepts · Rating: 1400 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[__baozii_'s solution](#)

574.

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2024-08-19 · PyPy 3-64 (first AC) · Tags: dp, flows, greedy, implementation

[__baozii_'s solution](#)

575.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2024-08-14 · Go (first AC) · Tags: data structures, dsu, implementation
[__baozii__'s solution](#)

576.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,221 global accepts · Rating: 1400 · first AC: 2024-08-13 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, greedy, math
[__baozii__'s solution](#)

577.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2024-08-12 · Go (first AC) · Tags: constructive algorithms, greedy, math
[__baozii__'s solution](#)

578.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,178 global accepts · Rating: 1400 · first AC: 2024-08-04 · PyPy 3-64 (first AC) · Tags: implementation, math
[__baozii__'s solution](#)

579.

320B

[Ping-Pong \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,780 global accepts · Rating: 1500 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[__baozii__'s solution](#)

580.

2183D1

[Tree Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1500 · first AC: 2026-01-08 · Go (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees
[__baozii__'s solution](#)

581.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,668 global accepts · Rating: 1500 · first AC: 2026-01-08 · Go (first AC) · Tags: binary search, greedy, math, two pointers
[__baozii__'s solution](#)

582.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,476 global accepts · Rating: 1500 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[__baozii__'s solution](#)

583.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,540 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory
[__baozii__'s solution](#)

584.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,273 global accepts · Rating: 1500 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers
[__baozii__'s solution](#)

585.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,601 global accepts · Rating: 1500 · first AC: 2025-09-23 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics,

math, number theory

[__baozii__'s solution](#)

586.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,739 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[__baozii__'s solution](#)

587.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[__baozii__'s solution](#)

588.

1466D

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

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, trees

[__baozii__'s solution](#)

589.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, strings, two pointers

[__baozii__'s solution](#)

590.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math, strings

[__baozii__'s solution](#)

591.

587A

[Duff and Weight Lifting](#) · [Tutorial](#)

Quality: 8,326 global accepts · Rating: 1500 · first AC: 2025-06-25 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii__'s solution](#)

592.

2121E

[Sponsor of Your Problems](#) · [Tutorial](#)

Quality: 14,682 global accepts · Rating: 1500 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[__baozii__'s solution](#)

593.

2115A

[Gellyfish and Flaming Peony](#) · [Tutorial](#)

Quality: 14,953 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[__baozii__'s solution](#)

594.

2109C1

[Hacking Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,418 global accepts · Rating: 1500 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[__baozii__'s solution](#)

595.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,289 global accepts · Rating: 1500 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[__baozii_'s solution](#)

596.

1732D1

[Balance \(Easy version\) · Tutorial](#)

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2025-04-09 · last AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation, number theory

[__baozii_'s solution](#)

597.

2093E

[Min Max MEX · Tutorial](#)

Quality: 13,440 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[__baozii_'s solution](#)

598.

1791F

[Range Update Point Query · Tutorial](#)

Quality: 15,526 global accepts · Rating: 1500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures

[__baozii_'s solution](#)

599.

1804C

[Pull Your Luck · Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[__baozii_'s solution](#)

600.

1389C

[Good String · Tutorial](#)

Quality: 20,563 global accepts · Rating: 1500 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, two pointers

[__baozii_'s solution](#)

601.

212E

[IT Restaurants · Tutorial](#)

Quality: 2,196 global accepts · Rating: 1500 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[__baozii_'s solution](#)

602.

2077A

[Breach of Faith · Tutorial](#)

Quality: 14,581 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[__baozii_'s solution](#)

603.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks? · Tutorial](#)

Quality: 12,270 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[__baozii_'s solution](#)

604.

2060E

[Graph Composition · Tutorial](#)

Quality: 12,249 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[__baozii_'s solution](#)

605.

2057C

[Trip to the Olympiad · Tutorial](#)

Quality: 13,799 global accepts · Rating: 1500 · first AC: 2025-01-04 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[__baozii_'s solution](#)

606.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,331 global accepts · Rating: 1500 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: bitmasks, divide and conquer, dp, math

[__baozii_'s solution](#)

607.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[__baozii_'s solution](#)

608.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: implementation, math, sortings

[__baozii_'s solution](#)

609.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,465 global accepts · Rating: 1500 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: brute force, math, number theory, sortings

[__baozii_'s solution](#)

610.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,535 global accepts · Rating: 1500 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: binary search, greedy, math, meet-in-the-middle

[__baozii_'s solution](#)

611.

1234C

[Pipes](#) · [Tutorial](#)

Quality: 13,485 global accepts · Rating: 1500 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: dp, implementation

[__baozii_'s solution](#)

612.

1213D1

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

Quality: 12,079 global accepts · Rating: 1500 · first AC: 2024-11-21 · Go (first AC) · Tags: brute force, implementation

[__baozii_'s solution](#)

613.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,958 global accepts · Rating: 1500 · first AC: 2024-11-20 · Go (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

614.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2024-11-19 · Go (first AC) · Tags: greedy

[__baozii_'s solution](#)

615.

1352F

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

Quality: 19,401 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, math

[__baozii_'s solution](#)

616.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1500 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, two pointers

[__baozii_'s solution](#)

617.

1676H2

[Maximum Crossings \(Hard Version\)](#) · [Tutorial](#)

Quality: 13,263 global accepts · Rating: 1500 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[__baozii_'s solution](#)

618.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1500 · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[__baozii_'s solution](#)

619.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: dp, games, greedy, math

[__baozii_'s solution](#)

620.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2024-10-19 · Go (first AC) · Tags: binary search, combinatorics

[__baozii_'s solution](#)

621.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,448 global accepts · Rating: 1500 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: hashing, math, number theory

[__baozii_'s solution](#)

622.

1744E1

[Divisible Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 12,649 global accepts · Rating: 1500 · first AC: 2024-10-10 · Go (first AC) · Tags: brute force, math, number theory

[__baozii_'s solution](#)

623.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2024-10-07 · Go (first AC) · Tags: binary search, data structures, implementation

[__baozii_'s solution](#)

624.

1400C

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

Quality: 18,503 global accepts · Rating: 1500 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[__baozii_'s solution](#)

625.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2024-10-03 · Go (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[__baozii_'s solution](#)

626.

1256D

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

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: greedy

[__baozii_'s solution](#)

627.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2024-10-02 · Go (first AC) · Tags: constructive algorithms, data structures, math

[__baozii_'s solution](#)

628.

1296D

[Fight with Monsters](#) · [Tutorial](#)

Quality: 15,096 global accepts · Rating: 1500 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

629.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,724 global accepts · Rating: 1500 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[__baozii_'s solution](#)

630.

1419D2

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

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[__baozii_'s solution](#)

631.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: greedy, implementation, math

[__baozii_'s solution](#)

632.

1490F

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

Quality: 18,379 global accepts · Rating: 1500 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[__baozii_'s solution](#)

633.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, math, number theory

[__baozii_'s solution](#)

634.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory

[__baozii_'s solution](#)

635.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: constructive algorithms, greedy, math

[__baozii_'s solution](#)

636.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

637.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2024-09-13 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[__baozii_'s solution](#)

638.

1722G

[Even-Odd XOR](#) · [Tutorial](#)

Quality: 14,176 global accepts · Rating: 1500 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, greedy

[__baozii_'s solution](#)

639.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[__baozii_'s solution](#)

640.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,894 global accepts · Rating: 1500 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: math, number theory

[__baozii_'s solution](#)

641.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,007 global accepts · Rating: 1500 · first AC: 2024-08-29 · Go (first AC) · Tags: brute force, dp, math, number theory

[__baozii_'s solution](#)

642.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[__baozii_'s solution](#)

643.

1675E

[Replace With the Previous, Minimize](#) · [Tutorial](#)

Quality: 12,086 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dsu, greedy, strings

[__baozii_'s solution](#)

644.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

645.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · PyPy 3-64 (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[__baozii_'s solution](#)

646.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 1500 · first AC: 2024-07-30 · Go (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[__baozii_'s solution](#)

647.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,237 global accepts · Rating: 1600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[__baozii__'s solution](#)

648.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,465 global accepts · Rating: 1600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks

[__baozii__'s solution](#)

649.

2199C

[Minesweeper](#) · [Tutorial](#)

Quality: 411 global accepts · Rating: 1600 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, constructive algorithms, greedy

[__baozii__'s solution](#)

650.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,577 global accepts · Rating: 1600 · first AC: 2026-02-11 · Go (first AC) · Tags: brute force, math, two pointers

[__baozii__'s solution](#)

651.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1600 · first AC: 2026-01-25 · Go (first AC) · Tags: dp, greedy

[__baozii__'s solution](#)

652.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,386 global accepts · Rating: 1600 · first AC: 2026-01-22 · PyPy 3-64 (first AC) · Tags: brute force, greedy, implementation, math

[__baozii__'s solution](#)

653.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,497 global accepts · Rating: 1600 · first AC: 2026-01-12 · Go (first AC) · Tags: combinatorics, dp, math

[__baozii__'s solution](#)

654.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 1600 · first AC: 2025-12-29 · Go (first AC) · Tags: combinatorics, dp, greedy, math

[__baozii__'s solution](#)

655.

2181F

[Fragmented Nim](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1600 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: games

[__baozii__'s solution](#)

656.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,014 global accepts · Rating: 1600 · first AC: 2025-10-28 · last AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[__baozii__'s solution](#)

657.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive

algorithms, data structures, dp, dsu, greedy, implementation, trees

[__baozii_'s solution](#)

658.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation

[__baozii_'s solution](#)

659.

2172F

[Cluster Computing System](#) · [Tutorial](#)

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, math

[__baozii_'s solution](#)

660.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,064 global accepts · Rating: 1600 · first AC: 2025-10-28 · PyPy 3-64 (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[__baozii_'s solution](#)

661.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,130 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, math, trees

[__baozii_'s solution](#)

662.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, math

[__baozii_'s solution](#)

663.

2132D

[From 1 to Infinity](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1600 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, dp, implementation, math

[__baozii_'s solution](#)

664.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[__baozii_'s solution](#)

665.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[__baozii_'s solution](#)

666.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1600 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[__baozii_'s solution](#)

667.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[__baozii_'s solution](#)

668.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1600 · first AC: 2025-04-21 · PyPy 3-64 (first AC) · Tags: binary search, greedy, implementation, sortings

[__baozii__'s solution](#)

669.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 1600 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory

[__baozii__'s solution](#)

670.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · PyPy 3-64 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[__baozii__'s solution](#)

671.

1294D

[MEX maximizing](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1600 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation, math

[__baozii__'s solution](#)

672.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,235 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[__baozii__'s solution](#)

673.

214B

[Hometask](#) · [Tutorial](#)

Quality: 5,352 global accepts · Rating: 1600 · first AC: 2025-03-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[__baozii__'s solution](#)

674.

2070D

[Tree Jumps](#) · [Tutorial](#)

Quality: 11,103 global accepts · Rating: 1600 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[__baozii__'s solution](#)

675.

1281B

[Azamon Web Services](#) · [Tutorial](#)

Quality: 8,686 global accepts · Rating: 1600 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[__baozii__'s solution](#)

676.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[__baozii__'s solution](#)

677.

2061D

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

Quality: 10,781 global accepts · Rating: 1600 · first AC: 2025-01-20 · last AC: 2025-01-21 · Go (first AC) · Tags: bitmasks, data structures

[__baozii__'s solution](#)

678.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,959 global accepts · Rating: 1600 · first AC: 2025-01-20 · Go (first AC) · Tags: 2-sat, combinatorics, dp

[__baozii__'s solution](#)

679.

1660E

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

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[__baozii__'s solution](#)

680.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1600 · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, two pointers

[__baozii__'s solution](#)

681.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[__baozii__'s solution](#)

682.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms

[__baozii__'s solution](#)

683.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[__baozii__'s solution](#)

684.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: data structures

[__baozii__'s solution](#)

685.

1213D2

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

Quality: 12,197 global accepts · Rating: 1600 · first AC: 2024-11-21 · Go (first AC) · Tags: brute force, math, sortings

[__baozii__'s solution](#)

686.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2024-11-20 · Go (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

687.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,372 global accepts · Rating: 1600 · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: dp, greedy, interactive, two pointers

[__baozii__'s solution](#)

688.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2024-11-15 · Go (first AC) · Tags: brute force, constructive algorithms, greedy, math
[__baozii_'s solution](#)

689.

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,300 global accepts · Rating: 1600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy
[__baozii_'s solution](#)

690.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math
[__baozii_'s solution](#)

691.

1352G

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

Quality: 24,799 global accepts · Rating: 1600 · first AC: 2024-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[__baozii_'s solution](#)

692.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,261 global accepts · Rating: 1600 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[__baozii_'s solution](#)

693.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy
[__baozii_'s solution](#)

694.

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2024-10-22 · PyPy 3-64 (first AC) · Tags: geometry, implementation
[__baozii_'s solution](#)

695.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,801 global accepts · Rating: 1600 · first AC: 2024-10-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, two pointers
[__baozii_'s solution](#)

696.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1600 · first AC: 2024-10-14 · Go (first AC) · Tags: math, number theory
[__baozii_'s solution](#)

697.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,778 global accepts · Rating: 1600 · first AC: 2024-10-11 · Go (first AC) · Tags: graphs
[__baozii_'s solution](#)

698.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,794 global accepts · Rating: 1600 · first AC: 2024-10-10 · Go (first AC) · Tags: dp

[__baozii__'s solution](#)

699.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,321 global accepts · Rating: 1600 · first AC: 2024-10-09 · Go (first AC) · Tags: brute force, data structures, dp, greedy, strings

[__baozii__'s solution](#)

700.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,313 global accepts · Rating: 1600 · first AC: 2024-10-08 · Go (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[__baozii__'s solution](#)

701.

1795D

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

Quality: 13,068 global accepts · Rating: 1600 · first AC: 2024-10-07 · Go (first AC) · Tags: combinatorics, math

[__baozii__'s solution](#)

702.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,124 global accepts · Rating: 1600 · first AC: 2024-10-02 · Go (first AC) · Tags: bitmasks, brute force, strings

[__baozii__'s solution](#)

703.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,391 global accepts · Rating: 1600 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: binary search, interactive

[__baozii__'s solution](#)

704.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2024-09-30 · Go (first AC) · Tags: binary search, constructive algorithms, interactive

[__baozii__'s solution](#)

705.

1475E

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

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: combinatorics, math, sortings

[__baozii__'s solution](#)

706.

1593E

[Gardener and Tree](#) · [Tutorial](#)

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[__baozii__'s solution](#)

707.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2024-09-23 · last AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: implementation

[__baozii__'s solution](#)

708.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: math, number theory

[__baozii__'s solution](#)

709.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,223 global accepts · Rating: 1600 · first AC: 2024-09-18 · C# 10 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[__baozii__'s solution](#)

710.

1722E

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

Quality: 13,365 global accepts · Rating: 1600 · first AC: 2024-09-03 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, implementation

[__baozii__'s solution](#)

711.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,127 global accepts · Rating: 1600 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: data structures, dp, implementation, math

[__baozii__'s solution](#)

712.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[__baozii__'s solution](#)

713.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,006 global accepts · Rating: 1700 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[__baozii__'s solution](#)

714.

2203D

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

Quality: 5,428 global accepts · Rating: 1700 · first AC: 2026-03-02 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: brute force, games, greedy, number theory

[__baozii__'s solution](#)

715.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2026-01-14 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[__baozii__'s solution](#)

716.

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,492 global accepts · Rating: 1700 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[__baozii__'s solution](#)

717.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,111 global accepts · Rating: 1700 · first AC: 2025-12-16 · last AC: 2025-12-16 · Go (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[__baozii__'s solution](#)

718.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,130 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[__baozii__'s solution](#)

719.

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
[__baozii_'s solution](#)

720.

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
[__baozii_'s solution](#)

721.

2132E

[Arithmetics Competition](#) · [Tutorial](#)

Quality: 7,593 global accepts · Rating: 1700 · first AC: 2025-08-21 · PyPy 3-64 (first AC) · Tags: binary search, data structures, greedy, sortings, ternary search

[__baozii_'s solution](#)

722.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2025-07-25 · last AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[__baozii_'s solution](#)

723.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[__baozii_'s solution](#)

724.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,395 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[__baozii_'s solution](#)

725.

2113C

[Smilo and Minecraft](#) · [Tutorial](#)

Quality: 7,974 global accepts · Rating: 1700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[__baozii_'s solution](#)

726.

2109C2

[Hacking Numbers \(Medium Version\)](#) · [Tutorial](#)

Quality: 8,638 global accepts · Rating: 1700 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory

[__baozii_'s solution](#)

727.

2065F

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

Quality: 7,092 global accepts · Rating: 1700 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

[__baozii_'s solution](#)

728.

2104E

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

Quality: 8,089 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

[__baozii_'s solution](#)

729.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation

[__baozii_'s solution](#)

730.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[__baozii_'s solution](#)

731.

405D

[Toy Sum](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 1700 · first AC: 2025-04-03 · Kotlin 1.9 (first AC) · Tags: greedy, implementation, math

[__baozii_'s solution](#)

732.

2050F

[Maximum modulo equality](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, math, number theory

[__baozii_'s solution](#)

733.

2089A

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

Quality: 7,192 global accepts · Rating: 1700 · first AC: 2025-03-23 · Go (first AC) · Tags: constructive algorithms, number theory

[__baozii_'s solution](#)

734.

1215D

[Ticket Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math

[__baozii_'s solution](#)

735.

2072F

[Goodbye, Banker Life](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, bitmasks, combinatorics, constructive algorithms, fft, math, number theory

[__baozii_'s solution](#)

736.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,302 global accepts · Rating: 1700 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, strings, two pointers

[__baozii_'s solution](#)

737.

1687B

[Railway System](#) · [Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[__baozii_'s solution](#)

738.

1660F1

[Promising String \(easy version\)](#) · [Tutorial](#)

Quality: 7,958 global accepts · Rating: 1700 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, strings

[__baozii_'s solution](#)

739.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · Go (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[__baozii_'s solution](#)

740.

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,133 global accepts · Rating: 1700 · first AC: 2024-12-28 · Go (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[__baozii_'s solution](#)

741.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,460 global accepts · Rating: 1700 · first AC: 2024-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[__baozii_'s solution](#)

742.

1715C

[Monoblock](#) · [Tutorial](#)

Quality: 10,375 global accepts · Rating: 1700 · first AC: 2024-12-27 · Go (first AC) · Tags: combinatorics, data structures, implementation, math

[__baozii_'s solution](#)

743.

1333C

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

Quality: 13,362 global accepts · Rating: 1700 · first AC: 2024-12-20 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, two pointers

[__baozii_'s solution](#)

744.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-19 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[__baozii_'s solution](#)

745.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[__baozii_'s solution](#)

746.

1945E

[Binary Search](#) · [Tutorial](#)

Quality: 9,715 global accepts · Rating: 1700 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, greedy

[__baozii_'s solution](#)

747.

1142A

[The Beatles](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1700 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: brute force, math

[__baozii_'s solution](#)

748.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,563 global accepts · Rating: 1700 · first AC: 2024-12-06 · PyPy 3-64 (first AC) · Tags: brute force, math

[__baozii_'s solution](#)

749.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[__baozii_'s solution](#)

750.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: brute force, greedy
[__baozii_'s solution](#)

751.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,785 global accepts · Rating: 1700 · first AC: 2024-11-24 · Go (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths
[__baozii_'s solution](#)

752.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,360 global accepts · Rating: 1700 · first AC: 2024-11-22 · Go (first AC) · Tags: geometry, math
[__baozii_'s solution](#)

753.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,118 global accepts · Rating: 1700 · first AC: 2024-11-20 · Go (first AC) · Tags: binary search, greedy, implementation, two pointers
[__baozii_'s solution](#)

754.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,238 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, implementation
[__baozii_'s solution](#)

755.

2027D1

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

Quality: 6,965 global accepts · Rating: 1700 · first AC: 2024-10-26 · Go (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers
[__baozii_'s solution](#)

756.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math
[__baozii_'s solution](#)

757.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: data structures, implementation, sortings
[__baozii_'s solution](#)

758.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,542 global accepts · Rating: 1700 · first AC: 2024-10-15 · Go (first AC) · Tags: brute force, implementation
[__baozii_'s solution](#)

759.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,484 global accepts · Rating: 1700 · first AC: 2024-10-15 · Go (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[__baozii__'s solution](#)

760.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: brute force, geometry, greedy, implementation

[__baozii__'s solution](#)

761.

1714G

[Path Prefixes](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1700 · first AC: 2024-10-09 · Go (first AC) · Tags: binary search, data structures, dfs and similar, trees

[__baozii__'s solution](#)

762.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1700 · first AC: 2024-10-08 · Go (first AC) · Tags: data structures, implementation, math

[__baozii__'s solution](#)

763.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,696 global accepts · Rating: 1700 · first AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: brute force, greedy, math

[__baozii__'s solution](#)

764.

1462E2

[Close Tuples \(hard version\)](#) · [Tutorial](#)

Quality: 11,364 global accepts · Rating: 1700 · first AC: 2024-10-03 · Go (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[__baozii__'s solution](#)

765.

1256C

[Platforms Jumping](#) · [Tutorial](#)

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2024-10-02 · Go (first AC) · Tags: greedy

[__baozii__'s solution](#)

766.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,876 global accepts · Rating: 1700 · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: data structures, implementation, math

[__baozii__'s solution](#)

767.

1176E

[Cover it!](#) · [Tutorial](#)

Quality: 13,568 global accepts · Rating: 1700 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths, trees

[__baozii__'s solution](#)

768.

1360F

[Spy-string](#) · [Tutorial](#)

Quality: 13,519 global accepts · Rating: 1700 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, hashing, strings

[__baozii__'s solution](#)

769.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,113 global accepts · Rating: 1700 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs

[__baozii__'s solution](#)

770.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy
[__baozii_'s solution](#)

771.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2024-09-25 · Go (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings
[__baozii_'s solution](#)

772.

1618E

[Singers' Tour](#) · [Tutorial](#)

Quality: 7,789 global accepts · Rating: 1700 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[__baozii_'s solution](#)

773.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,265 global accepts · Rating: 1700 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, math, number theory
[__baozii_'s solution](#)

774.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees
[__baozii_'s solution](#)

775.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2024-09-15 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math
[__baozii_'s solution](#)

776.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: data structures, dp, math
[__baozii_'s solution](#)

777.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2024-09-08 · Go (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math
[__baozii_'s solution](#)

778.

1906M

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

Quality: 3,457 global accepts · Rating: 1700 · first AC: 2024-09-06 · Go (first AC) · Tags: greedy, math
[__baozii_'s solution](#)

779.

1692H

[Gambling](#) · [Tutorial](#)

Quality: 9,600 global accepts · Rating: 1700 · first AC: 2024-09-03 · last AC: 2024-09-03 · Go (first AC) · Tags: data structures, dp, greedy, math
[__baozii_'s solution](#)

780.

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2024-09-02 · PyPy 3-64 (first AC) · Tags: bitmasks, combinatorics, dp, math

[__baozii_'s solution](#)

781.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: games, graphs, greedy, trees

[__baozii_'s solution](#)

782.

2010C2

[Message Transmission Error \(hard version\)](#) · [Tutorial](#)

Quality: 4,581 global accepts · Rating: 1700 · first AC: 2024-08-29 · Go (first AC) · Tags: hashing, string suffix structures, strings, two pointers

[__baozii_'s solution](#)

783.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-08-24 · PyPy 3-64 (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[__baozii_'s solution](#)

784.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, number theory

[__baozii_'s solution](#)

785.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings

[__baozii_'s solution](#)

786.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2024-08-21 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, greedy

[__baozii_'s solution](#)

787.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2024-08-19 · Go (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[__baozii_'s solution](#)

788.

142B

[Help General](#) · [Tutorial](#)

Quality: 2,405 global accepts · Rating: 1800 · first AC: 2026-03-31 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation

[__baozii_'s solution](#)

789.

120H

[Brevity is Soul of Wit](#) · [Tutorial](#)

Quality: 1,590 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings

[__baozii_'s solution](#)

790.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,261 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[__baozii_'s solution](#)

791.

1250B

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

Quality: 2,799 global accepts · Rating: 1800 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[__baozii__'s solution](#)

792.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 1800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[__baozii__'s solution](#)

793.

2199D

[Two Arrays](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 1800 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[__baozii__'s solution](#)

794.

436C

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

Quality: 2,887 global accepts · Rating: 1800 · first AC: 2026-02-14 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy, trees

[__baozii__'s solution](#)

795.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 1800 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[__baozii__'s solution](#)

796.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,770 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[__baozii__'s solution](#)

797.

2184E

[Exquisite Array](#) · [Tutorial](#)

Quality: 5,773 global accepts · Rating: 1800 · first AC: 2026-01-12 · last AC: 2026-01-20 · Go (first AC) · Tags: combinatorics, data structures, dsu, sortings

[__baozii__'s solution](#)

798.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2025-12-29 · Go (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[__baozii__'s solution](#)

799.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

800.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[__baozii__'s solution](#)

801.

220B

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

Quality: 12,881 global accepts · Rating: 1800 · first AC: 2024-11-01 · last AC: 2025-10-29 · Go (first AC) · Tags: constructive algorithms, data structures

[__baozii_'s solution](#)

802.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: hashing, implementation, math

[__baozii_'s solution](#)

803.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: brute force, dp, math

[__baozii_'s solution](#)

804.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: data structures, math, probabilities, two pointers

[__baozii_'s solution](#)

805.

2141D

[Avoid Minimums](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy, math

[__baozii_'s solution](#)

806.

2141C

[Minimum on Subarrays](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 1800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, brute force

[__baozii_'s solution](#)

807.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[__baozii_'s solution](#)

808.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2025-07-25 · last AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[__baozii_'s solution](#)

809.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[__baozii_'s solution](#)

810.

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2025-07-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[__baozii_'s solution](#)

811.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[__baozii_'s solution](#)

812.

2121F

[Yamakasi](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1800 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, two pointers

[__baozii_'s solution](#)

813.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2025-05-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[__baozii_'s solution](#)

814.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2025-04-29 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[__baozii_'s solution](#)

815.

2093F

[Hackers and Neural Networks](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy

[__baozii_'s solution](#)

816.

727D

[T-shirts Distribution](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 1800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, flows, greedy

[__baozii_'s solution](#)

817.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[__baozii_'s solution](#)

818.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 1800 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, two pointers

[__baozii_'s solution](#)

819.

251B

[Playing with Permutations](#) · [Tutorial](#)

Quality: 1,380 global accepts · Rating: 1800 · first AC: 2025-04-03 · PyPy 3-64 (first AC) · Tags: implementation, math

[__baozii_'s solution](#)

820.

638C

[Road Improvement](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 1800 · first AC: 2025-03-26 · last AC: 2025-03-26 · Kotlin 1.9 (first AC) · Tags: *special, dfs and similar, graphs, greedy, trees

[__baozii_'s solution](#)

821.

2091F

[Igor and Mountain](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1800 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp
[__baozii_'s solution](#)

822.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dsu, graphs, greedy
[__baozii_'s solution](#)

823.

1109B

[Sasha and One More Name](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1800 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, hashing, strings
[__baozii_'s solution](#)

824.

853B

[Jury Meeting](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 1800 · first AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers
[__baozii_'s solution](#)

825.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[__baozii_'s solution](#)

826.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math, strings, trees
[__baozii_'s solution](#)

827.

1965B

[Missing Subsequence Sum](#) · [Tutorial](#)

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-12-27 · Go (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory
[__baozii_'s solution](#)

828.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2024-12-14 · last AC: 2024-12-14 · Go (first AC) · Tags: dp
[__baozii_'s solution](#)

829.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-12-08 · PyPy 3-64 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math
[__baozii_'s solution](#)

830.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2024-11-21 · Go (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[__baozii_'s solution](#)

831.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2024-11-19 · Go (first AC) · Tags: data structures, implementation, sortings
[__baozii_'s solution](#)

832.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[__baozii__'s solution](#)

833.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,420 global accepts · Rating: 1800 · first AC: 2024-09-29 · last AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[__baozii__'s solution](#)

834.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[__baozii__'s solution](#)

835.

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, interactive

[__baozii__'s solution](#)

836.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, data structures, two pointers

[__baozii__'s solution](#)

837.

1780D

[Bit Guessing Game](#) · [Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[__baozii__'s solution](#)

838.

1802D

[Buying gifts](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-10-23 · Go (first AC) · Tags: binary search, greedy, sortings

[__baozii__'s solution](#)

839.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1800 · first AC: 2024-10-14 · last AC: 2024-10-15 · Go (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[__baozii__'s solution](#)

840.

2022C

[Gerrymandering](#) · [Tutorial](#)

Quality: 6,410 global accepts · Rating: 1800 · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: dp, implementation

[__baozii__'s solution](#)

841.

1768D

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

Quality: 9,005 global accepts · Rating: 1800 · first AC: 2024-10-11 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[__baozii__'s solution](#)

842.

1630B

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

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2024-10-11 · Go (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[_baozii_'s solution](#)

843.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1800 · first AC: 2024-10-11 · last AC: 2024-10-11 · Go (first AC) · Tags: dp, sortings, two pointers

[_baozii_'s solution](#)

844.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2024-10-11 · Go (first AC) · Tags: brute force, dp, greedy, math, strings

[_baozii_'s solution](#)

845.

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2024-10-08 · Go (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[_baozii_'s solution](#)

846.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,927 global accepts · Rating: 1800 · first AC: 2024-10-08 · Go (first AC) · Tags: binary search, data structures

[_baozii_'s solution](#)

847.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2024-10-08 · Go (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[_baozii_'s solution](#)

848.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2024-10-08 · last AC: 2024-10-08 · Go (first AC) · Tags: dp, greedy, math

[_baozii_'s solution](#)

849.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2024-10-08 · Go (first AC) · Tags: binary search, implementation

[_baozii_'s solution](#)

850.

1582F1

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

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2024-10-07 · last AC: 2024-10-07 · Go (first AC) · Tags: bitmasks, dp, greedy

[_baozii_'s solution](#)

851.

914C

[Travelling Salesman and Special Numbers](#) · [Tutorial](#)

Quality: 4,209 global accepts · Rating: 1800 · first AC: 2024-10-07 · Go (first AC) · Tags: brute force, combinatorics, dp

[_baozii_'s solution](#)

852.

1462F

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

Quality: 8,537 global accepts · Rating: 1800 · first AC: 2024-10-03 · Go (first AC) · Tags: binary search, data structures, greedy

[__baozii_'s solution](#)

853.

1283E

[New Year Parties](#) · [Tutorial](#)

Quality: 7,327 global accepts · Rating: 1800 · first AC: 2024-10-02 · Go (first AC) · Tags: dp, greedy

[__baozii_'s solution](#)

854.

1283D

[Christmas Trees](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1800 · first AC: 2024-10-02 · Go (first AC) · Tags: graphs, greedy, shortest paths

[__baozii_'s solution](#)

855.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2024-09-30 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[__baozii_'s solution](#)

856.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2024-09-29 · Go (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[__baozii_'s solution](#)

857.

1176D

[Recover it!](#) · [Tutorial](#)

Quality: 5,699 global accepts · Rating: 1800 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, greedy, number theory, sortings

[__baozii_'s solution](#)

858.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,808 global accepts · Rating: 1800 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[__baozii_'s solution](#)

859.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2024-09-26 · Go (first AC) · Tags: dp, strings

[__baozii_'s solution](#)

860.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2024-09-25 · PyPy 3-64 (first AC) · Tags: binary search, dp, sortings, two pointers

[__baozii_'s solution](#)

861.

1674F

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

Quality: 5,680 global accepts · Rating: 1800 · first AC: 2024-09-20 · PyPy 3-64 (first AC) · Tags: data structures, greedy, implementation

[__baozii_'s solution](#)

862.

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2024-09-15 · Go (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[__baozii_'s solution](#)

863.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,680 global accepts · Rating: 1800 · first AC: 2024-09-14 · PyPy 3-64 (first AC) · Tags: dp, implementation, strings

[__baozii__'s solution](#)

864.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2024-09-10 · Go (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[__baozii__'s solution](#)

865.

551B

[ZgukistringZ](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 1800 · first AC: 2024-09-09 · Go (first AC) · Tags: brute force, constructive algorithms, implementation, strings

[__baozii__'s solution](#)

866.

2007E

[Iris and the Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-08-30 · Go (first AC) · Tags: brute force, data structures, dfs and similar, math, trees

[__baozii__'s solution](#)

867.

1675F

[Vlad and Unfinished Business](#) · [Tutorial](#)

Quality: 6,268 global accepts · Rating: 1800 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[__baozii__'s solution](#)

868.

1732C1

[Sheikh \(Easy version\)](#) · [Tutorial](#)

Quality: 7,569 global accepts · Rating: 1800 · first AC: 2024-07-31 · Go (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[__baozii__'s solution](#)

869.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2024-07-31 · Go (first AC) · Tags: dp, flows, graph matchings, greedy

[__baozii__'s solution](#)

870.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[__baozii__'s solution](#)

871.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2026-04-24 · last AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[__baozii__'s solution](#)

872.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[__baozii__'s solution](#)

873.

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, probabilities

[__baozii_'s solution](#)

874.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,964 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-13 · Go (first AC) · Tags: binary search, data structures

[__baozii_'s solution](#)

875.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,894 global accepts · Rating: 1900 · first AC: 2026-01-12 · Go (first AC) · Tags: dfs and similar, dp, graphs, trees

[__baozii_'s solution](#)

876.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,718 global accepts · Rating: 1900 · first AC: 2025-12-28 · Go (first AC) · Tags: dfs and similar, graphs, trees

[__baozii_'s solution](#)

877.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp

[__baozii_'s solution](#)

878.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2025-11-19 · PyPy 3-64 (first AC) · Tags: brute force, data structures, implementation, math, number theory

[__baozii_'s solution](#)

879.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 1900 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[__baozii_'s solution](#)

880.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[__baozii_'s solution](#)

881.

2128E1

[Submedians \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2025-07-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[__baozii_'s solution](#)

882.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[__baozii_'s solution](#)

883.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,902 global accepts · Rating: 1900 · first AC: 2025-07-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths
[__baozii__'s solution](#)

884.

1878F

[Vasilije Loves Number Theory](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1900 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[__baozii__'s solution](#)

885.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2025-07-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings
[__baozii__'s solution](#)

886.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[__baozii__'s solution](#)

887.

2121G

[Gangsta](#) · [Tutorial](#)

Quality: 5,361 global accepts · Rating: 1900 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, sortings
[__baozii__'s solution](#)

888.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[__baozii__'s solution](#)

889.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation
[__baozii__'s solution](#)

890.

1055C

[Lucky Days](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 1900 · first AC: 2025-05-23 · PyPy 3-64 (first AC) · Tags: math, number theory
[__baozii__'s solution](#)

891.

1354D

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892.

2089B1

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893.

607B

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894.

2093G

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895.

1925D

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896.

1883G2

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897.

1729F

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899.

2073A

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900.

455B

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901.

691E

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902.

41E

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903.

41D

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904.

1899G

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905.

717E

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Quality: 1,584 global accepts · Rating: 1900 · first AC: 2025-01-28 · last AC: 2025-01-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

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906.

1902D

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907.

1823D

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908.

1749D

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909.

2053E

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910.

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912.

2044F

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913.

2052E

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914.

1508A

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915.

1922D

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916.

1092F

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917.

1360G

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918.

1216E1

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919.

1213E

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920.

2038G

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921.

2036F

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922.

550D

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923.

1436D

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924.

178C2

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925.

2022D1

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926.

1133F2

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927.

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928.

1744E2

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929.

1714F

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930.

1400D

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931.

2021C2

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932.

1918D

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933.

1644E

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implementation, math

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934.

1367E

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935.

1955G

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936.

1144E

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937.

1475G

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938.

1475F

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939.

2014H

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[__baozii_'s solution](#)

940.

1593D2

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941.

1490G

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942.

2013D

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943.

547B

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944.

1774E

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945.

1656D

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946.

1794D

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947.

1017D

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948.

1365E

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949.

2009G1

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950.

1547F

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951.

1029D

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952.

2000F

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953.

2001D

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954.

2002D1

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[__baozii__'s solution](#)

955.

1527B2

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956.

1998C

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957.

1921F

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[__baozii__'s solution](#)

958.

1739D

[Reset K Edges · Tutorial](#)

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959.

682D

[Alyona and Strings · Tutorial](#)

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960.

1970B1

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961.

1077F1

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962.

1977C

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963.

251C

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Quality: 1,129 global accepts · Rating: 2000 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, number theory

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964.

1862G

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965.

920F

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966.

2199F

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[__baozii__'s solution](#)

967.

487B

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Quality: 4,211 global accepts · Rating: 2000 · first AC: 2026-02-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

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968.

777E

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969.

1185E

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970.

2196C2

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Quality: 2,518 global accepts · Rating: 2000 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[__baozii__'s solution](#)

971.

938D

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Quality: 6,964 global accepts · Rating: 2000 · first AC: 2025-12-31 · Go (first AC) · Tags: data structures, graphs, shortest paths

[__baozii__'s solution](#)

972.

999E

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Quality: 7,849 global accepts · Rating: 2000 · first AC: 2025-12-29 · Go (first AC) · Tags: dfs and similar, graphs, greedy

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973.

611D

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Quality: 2,745 global accepts · Rating: 2000 · first AC: 2025-12-28 · last AC: 2025-12-28 · Go (first AC) · Tags: dp, hashing, strings

[__baozii__'s solution](#)

974.

1493C

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[__baozii_'s solution](#)

975.

797E

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Quality: 5,608 global accepts · Rating: 2000 · first AC: 2024-10-24 · last AC: 2025-12-19 · Go (first AC) · Tags: brute force, data structures, dp

[__baozii_'s solution](#)

976.

2181D

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Quality: 1,357 global accepts · Rating: 2000 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

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977.

1893C

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978.

2171E

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979.

2171G

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[__baozii_'s solution](#)

980.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[__baozii_'s solution](#)

981.

1702G2

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Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[__baozii_'s solution](#)

982.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,484 global accepts · Rating: 2000 · first AC: 2025-10-22 · last AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

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983.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[__baozii_'s solution](#)

984.

346B

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Quality: 4,259 global accepts · Rating: 2000 · first AC: 2025-09-15 · last AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: dp, strings
[__baozii_'s solution](#)

985.

1288E

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Quality: 4,017 global accepts · Rating: 2000 · first AC: 2025-09-11 · last AC: 2025-09-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures
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986.

1682D

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987.

380C

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988.

2129C2

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989.

2126F

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990.

109D

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991.

2057D

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992.

1731E

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993.

2114F

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Quality: 5,504 global accepts · Rating: 2000 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, math, number theory, sortings
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994.

2103D

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Quality: 3,982 global accepts · Rating: 2000 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, two pointers

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995.

2096D

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Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, math

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996.

1082E

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997.

1804D

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998.

911E

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999.

113B

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Quality: 3,250 global accepts · Rating: 2000 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, strings

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1000.

291E

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Quality: 1,577 global accepts · Rating: 2000 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, dfs and similar, hashing, strings

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1001.

2085D

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Quality: 5,307 global accepts · Rating: 2000 · first AC: 2025-03-23 · PyPy 3-64 (first AC) · Tags: data structures, graph matchings, greedy

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1002.

1257E

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Quality: 4,537 global accepts · Rating: 2000 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

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1003.

2073J

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Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1004.

1830B

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1005.

383C

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1006.

242E

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1007.

1030E

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1008.

1033D

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Quality: 2,611 global accepts · Rating: 2000 · first AC: 2025-01-31 · PyPy 3-64 (first AC) · Tags: interactive, math, number theory
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1009.

2062E1

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1010.

1851G

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1011.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · Go (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings
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1012.

1872G

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1013.

1718B

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1014.

1788D

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1015.

1943B

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1016.

2048E

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1017.

1976D

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1018.

2052J

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1019.

2020E

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803F

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2041M

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1024.

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1025.

2037G

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1026.

2028D

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449B

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1028.

450D

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Rating: 2000 · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, shortest paths

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1029.

1551E

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1030.

1632D

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1031.

893E

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1032.

895C

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963B

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1619F

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1101D

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1244E

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1487E

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1038.

413D

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1039.

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1657D

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1041.

1841D

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1042.

1741F

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1796D

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1044.

1582E

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1900D

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1046.

1763C

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1951E

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1048.

1256E

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1256F

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1050.

1296E2

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1618F

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1052.

1642D

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1053.

2014F

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1054.

1674G

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1674E

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1056.

1646D

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1057.

494B

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1058.

1029F

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1059.

1696E

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1744F

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1061.

478D

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1062.

1733D2

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1063.

1359D

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1064.

1379C

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1065.

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1066.

1391D

[505](#) · [Tutorial](#)

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[_baozii_'s solution](#)

1067.

461B

[Appleman and Tree](#) · [Tutorial](#)

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[_baozii_'s solution](#)

1068.

1525C

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[_baozii_'s solution](#)

1069.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

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1070.

2199E

[Supersequence](#) · [Tutorial](#)

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[_baozii_'s solution](#)

1071.

2183E

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1072.

620E

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Quality: 7,087 global accepts · Rating: 2100 · first AC: 2025-03-03 · last AC: 2025-12-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, trees

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1073.

1207F

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1074.

2170E

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1075.

1252K

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[_baozii_'s solution](#)

1076.

2045I

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1078.

2149G

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1079.

2150C

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1080.

2141E

[Perfect Cut](#) · [Tutorial](#)

Quality: 257 global accepts · Rating: 2100 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dp, greedy

[__baozii_'s solution](#)

1081.

2132F

[Rada and the Chamomile Valley](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-08-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, graphs, shortest paths

[__baozii_'s solution](#)

1082.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[__baozii_'s solution](#)

1083.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[__baozii_'s solution](#)

1084.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[__baozii_'s solution](#)

1085.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[__baozii_'s solution](#)

1086.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[__baozii_'s solution](#)

1087.

2119D

[Token Removing](#) · [Tutorial](#)

Quality: 3,470 global accepts · Rating: 2100 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[__baozii_'s solution](#)

1088.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[__baozii_'s solution](#)

1089.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[__baozii_'s solution](#)

1090.

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings

[__baozii_'s solution](#)

1091.

498C

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

Quality: 4,186 global accepts · Rating: 2100 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, number theory

[__baozii_'s solution](#)

1092.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[__baozii_'s solution](#)

1093.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2025-05-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[__baozii_'s solution](#)

1094.

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[__baozii_'s solution](#)

1095.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2024-07-31 · last AC: 2025-04-08 · Go (first AC) · Tags: combinatorics, dp, games, math

[__baozii_'s solution](#)

1096.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,567 global accepts · Rating: 2100 · first AC: 2025-04-05 · last AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[__baozii__'s solution](#)

1097.

1906J

[Count BFS Graph](#) · [Tutorial](#)

Quality: 1,089 global accepts · Rating: 2100 · first AC: 2025-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[__baozii__'s solution](#)

1098.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[__baozii__'s solution](#)

1099.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[__baozii__'s solution](#)

1100.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,267 global accepts · Rating: 2100 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[__baozii__'s solution](#)

1101.

2074G

[Game With Triangles: Season 2](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry

[__baozii__'s solution](#)

1102.

766E

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

Quality: 3,473 global accepts · Rating: 2100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees

[__baozii__'s solution](#)

1103.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[__baozii__'s solution](#)

1104.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[__baozii__'s solution](#)

1105.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[__baozii__'s solution](#)

1106.

1023E

[Down or Right](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2100 · first AC: 2025-02-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, matrices

[__baozii__'s solution](#)

1107.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,507 global accepts · Rating: 2100 · first AC: 2025-02-02 · PyPy 3-64 (first AC) · Tags: bitmasks, dp, games

[__baozii__'s solution](#)

1108.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2025-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, number theory

[__baozii__'s solution](#)

1109.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[__baozii__'s solution](#)

1110.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation

[__baozii__'s solution](#)

1111.

1906F

[Maximize The Value](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings

[__baozii__'s solution](#)

1112.

748D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2100 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy

[__baozii__'s solution](#)

1113.

2061F1

[Kevin and Binary String \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · PyPy 3-64 (first AC) · Tags: greedy, implementation

[__baozii__'s solution](#)

1114.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-01-03 · Go (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[__baozii__'s solution](#)

1115.

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 2100 · first AC: 2024-12-30 · Go (first AC) · Tags: binary search, dsu, graphs, greedy

[__baozii__'s solution](#)

1116.

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2024-12-28 · PyPy 3-64 (first AC) · Tags: greedy, implementation
[__baozii_'s solution](#)

1117.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2024-12-26 · Go (first AC) · Tags: dp
[__baozii_'s solution](#)

1118.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-15 · C# 10 (first AC) · Tags: brute force, graphs
[__baozii_'s solution](#)

1119.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2024-12-06 · Go (first AC) · Tags: dp, math, matrices
[__baozii_'s solution](#)

1120.

1216F

[Wi-Fi](#) · [Tutorial](#)

Quality: 3,101 global accepts · Rating: 2100 · first AC: 2024-11-22 · Go (first AC) · Tags: data structures, dp, greedy
[__baozii_'s solution](#)

1121.

1213F

[Unstable String Sort](#) · [Tutorial](#)

Quality: 3,020 global accepts · Rating: 2100 · first AC: 2024-11-21 · last AC: 2024-11-21 · Go (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, strings
[__baozii_'s solution](#)

1122.

1203F1

[Complete the Projects \(easy version\)](#) · [Tutorial](#)

Quality: 4,051 global accepts · Rating: 2100 · first AC: 2024-11-20 · Go (first AC) · Tags: greedy
[__baozii_'s solution](#)

1123.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2024-11-19 · Go (first AC) · Tags: dp, greedy, sortings
[__baozii_'s solution](#)

1124.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, math, number theory
[__baozii_'s solution](#)

1125.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[__baozii_'s solution](#)

1126.

2037F

[Ardent Flames](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[__baozii_'s solution](#)

1127.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,958 global accepts · Rating: 2100 · first AC: 2024-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[__baozii_'s solution](#)

1128.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-10-24 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, two pointers

[__baozii_'s solution](#)

1129.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2024-10-22 · last AC: 2024-10-22 · Go (first AC) · Tags: data structures, dp, math, probabilities

[__baozii_'s solution](#)

1130.

1866G

[Grouped Carriages](#) · [Tutorial](#)

Quality: 2,179 global accepts · Rating: 2100 · first AC: 2024-10-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy

[__baozii_'s solution](#)

1131.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-10-07 · last AC: 2024-10-07 · Go (first AC) · Tags: binary search, greedy, implementation, math

[__baozii_'s solution](#)

1132.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2024-10-05 · Go (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[__baozii_'s solution](#)

1133.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2024-10-05 · Go (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[__baozii_'s solution](#)

1134.

1525E

[Assimilation IV](#) · [Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[__baozii_'s solution](#)

1135.

1482E

[Skyline Photo](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2100 · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp

[__baozii_'s solution](#)

1136.

1479B2

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

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2024-10-05 · Go (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[__baozii_'s solution](#)

1137.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2024-10-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[__baozii_'s solution](#)

1138.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2024-10-04 · Go (first AC) · Tags: constructive algorithms, dp, shortest paths, trees

[__baozii_'s solution](#)

1139.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,875 global accepts · Rating: 2100 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[__baozii_'s solution](#)

1140.

1296F

[Berland Beauty](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2100 · first AC: 2024-09-30 · Go (first AC) · Tags: constructive algorithms, dfs and similar, greedy, sortings, trees

[__baozii_'s solution](#)

1141.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: dp, implementation, sortings

[__baozii_'s solution](#)

1142.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: dp, greedy, two pointers

[__baozii_'s solution](#)

1143.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2024-09-24 · last AC: 2024-09-24 · Go (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[__baozii_'s solution](#)

1144.

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math, number theory

[__baozii_'s solution](#)

1145.

2005E1

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

Quality: 3,322 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, greedy, implementation

[__baozii_'s solution](#)

1146.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2024-09-09 · Go (first AC) · Tags: math, number theory

[__baozii_'s solution](#)

1147.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-09-08 · C# 10 (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[__baozii_'s solution](#)

1148.

1668D

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

Rating: 2100 · first AC: 2024-09-08 · PyPy 3-64 (first AC) · Tags: data structures, dp

[__baozii_'s solution](#)

1149.

1920E

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

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-09-06 · Go (first AC) · Tags: combinatorics, dp, math

[__baozii_'s solution](#)

1150.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 2100 · first AC: 2024-09-05 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, sortings

[__baozii_'s solution](#)

1151.

1729G

[Cut Substrings](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2100 · first AC: 2024-09-05 · Go (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[__baozii_'s solution](#)

1152.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-09-04 · PyPy 3-64 (first AC) · Tags: data structures, greedy, strings

[__baozii_'s solution](#)

1153.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2024-09-04 · Go (first AC) · Tags: constructive algorithms, greedy, math

[__baozii_'s solution](#)

1154.

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2100 · first AC: 2024-09-01 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, trees

[__baozii_'s solution](#)

1155.

1409F

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

Quality: 5,119 global accepts · Rating: 2100 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: dp, strings

[__baozii_'s solution](#)

1156.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2024-08-30 · PyPy 3-64 (first AC) · Tags: data structures, implementation

[__baozii_'s solution](#)

1157.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[__baozii__'s solution](#)

1158.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,070 global accepts · Rating: 2100 · first AC: 2024-08-15 · last AC: 2024-08-23 · PyPy 3-64 (first AC) · Tags: brute force, games, math, number theory

[__baozii__'s solution](#)

1159.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,413 global accepts · Rating: 2100 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: binary search, implementation, interactive, math

[__baozii__'s solution](#)

1160.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2024-08-20 · Go (first AC) · Tags: binary search, data structures, dp

[__baozii__'s solution](#)

1161.

1970D1

[Arithmancy \(Easy\)](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2100 · first AC: 2024-08-14 · Go (first AC) · Tags: brute force, constructive algorithms, interactive, strings

[__baozii__'s solution](#)

1162.

1433G

[Reducing Delivery Cost](#) · [Tutorial](#)

Quality: 5,116 global accepts · Rating: 2100 · first AC: 2024-08-14 · Go (first AC) · Tags: brute force, graphs, shortest paths

[__baozii__'s solution](#)

1163.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,183 global accepts · Rating: 2100 · first AC: 2024-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[__baozii__'s solution](#)

1164.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2024-08-03 · last AC: 2024-08-03 · Go (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[__baozii__'s solution](#)

1165.

1671E

[Preorder](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2100 · first AC: 2024-07-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[__baozii__'s solution](#)

1166.

1433F

[Zero Remainder Sum](#) · [Tutorial](#)

Quality: 6,747 global accepts · Rating: 2100 · first AC: 2024-07-31 · Go (first AC) · Tags: dp

[__baozii__'s solution](#)

1167.

1366E

[Two Arrays](#) · [Tutorial](#)

Quality: 4,623 global accepts · Rating: 2100 · first AC: 2024-07-30 · Go (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[__baozii__'s solution](#)

1168.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2024-07-30 · Go (first AC) · Tags: binary search, data structures, greedy, two pointers

[__baozii__'s solution](#)

1169.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[__baozii__'s solution](#)

1170.

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, number theory, shortest paths

[__baozii__'s solution](#)

1171.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2200 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[__baozii__'s solution](#)

1172.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[__baozii__'s solution](#)

1173.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2026-02-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, math, number theory

[__baozii__'s solution](#)

1174.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2026-02-19 · last AC: 2026-02-23 · PyPy 3-64 (first AC) · Tags: combinatorics, dp, math, number theory

[__baozii__'s solution](#)

1175.

1580C

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

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation

[__baozii__'s solution](#)

1176.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,524 global accepts · Rating: 2200 · first AC: 2025-12-31 · Go (first AC) · Tags: greedy

[__baozii__'s solution](#)

1177.

1912E

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

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2025-12-27 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, math

[__baozii__'s solution](#)

1178.

2143D2

[Inversion Graph Coloring \(Hard Version\) · Tutorial](#)

Quality: 2,769 global accepts · Rating: 2200 · first AC: 2025-12-06 · Go (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[__baozii_'s solution](#)

1179.

1252E

[Songwriter · Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[__baozii_'s solution](#)

1180.

1906H

[Twin Friends · Tutorial](#)

Quality: 1,088 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[__baozii_'s solution](#)

1181.

2045G

[X Aura · Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[__baozii_'s solution](#)

1182.

1968G2

[Division + LCP \(hard version\) · Tutorial](#)

Quality: 2,507 global accepts · Rating: 2200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[__baozii_'s solution](#)

1183.

2155E

[Mimo & Yuyu · Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[__baozii_'s solution](#)

1184.

526D

[Om Nom and Necklace · Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[__baozii_'s solution](#)

1185.

1272F

[Two Bracket Sequences · Tutorial](#)

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings, two pointers

[__baozii_'s solution](#)

1186.

346C

[Number Transformation II · Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: greedy, math

[__baozii_'s solution](#)

1187.

2141F

[Array Reduction · Tutorial](#)

Quality: 141 global accepts · Rating: 2200 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, greedy

[__baozii_'s solution](#)

1188.

1567E

[Non-Decreasing Dilemma · Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math

[__baozii_'s solution](#)

1189.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2025-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[__baozii_'s solution](#)

1190.

2126G1

[Big Wins! \(easy version\)](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 2200 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, dsu, two pointers

[__baozii_'s solution](#)

1191.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,039 global accepts · Rating: 2200 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[__baozii_'s solution](#)

1192.

2113D

[Cheater](#) · [Tutorial](#)

Quality: 2,876 global accepts · Rating: 2200 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[__baozii_'s solution](#)

1193.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,795 global accepts · Rating: 2200 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[__baozii_'s solution](#)

1194.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2025-06-11 · PyPy 3-64 (first AC) · Tags: binary search, brute force, math, ternary search

[__baozii_'s solution](#)

1195.

165E

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

Quality: 9,385 global accepts · Rating: 2200 · first AC: 2025-05-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[__baozii_'s solution](#)

1196.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp

[__baozii_'s solution](#)

1197.

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[__baozii_'s solution](#)

1198.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2025-04-13 · last AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[__baozii__'s solution](#)

1199.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2200 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp

[__baozii__'s solution](#)

1200.

926H

[Endless Roses Most Beautiful](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2200 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

1201.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[__baozii__'s solution](#)

1202.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[__baozii__'s solution](#)

1203.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,151 global accepts · Rating: 2200 · first AC: 2025-03-23 · last AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[__baozii__'s solution](#)

1204.

2089C1

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

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, math, probabilities

[__baozii__'s solution](#)

1205.

1795E

[Explosions?](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, math

[__baozii__'s solution](#)

1206.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[__baozii__'s solution](#)

1207.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2025-03-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[__baozii__'s solution](#)

1208.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2025-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[__baozii_'s solution](#)

1209.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

1210.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2200 · first AC: 2025-02-25 · PyPy 3-64 (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[__baozii_'s solution](#)

1211.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[__baozii_'s solution](#)

1212.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[__baozii_'s solution](#)

1213.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2025-02-08 · PyPy 3-64 (first AC) · Tags: implementation, math, number theory

[__baozii_'s solution](#)

1214.

850C

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

Quality: 1,866 global accepts · Rating: 2200 · first AC: 2025-02-02 · Go (first AC) · Tags: bitmasks, dp, games

[__baozii_'s solution](#)

1215.

2009G2

[Yunli's Subarray Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2200 · first AC: 2024-09-04 · last AC: 2025-02-01 · Go (first AC) · Tags: binary search, data structures, dp

[__baozii_'s solution](#)

1216.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-01-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[__baozii_'s solution](#)

1217.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[__baozii_'s solution](#)

1218.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[__baozii_'s solution](#)

1219.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, number theory

[__baozii_'s solution](#)

1220.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graphs, greedy, implementation

[__baozii_'s solution](#)

1221.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-12-27 · last AC: 2024-12-27 · Go (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[__baozii_'s solution](#)

1222.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-12-27 · Go (first AC) · Tags: bitmasks, brute force, dp

[__baozii_'s solution](#)

1223.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2024-12-26 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[__baozii_'s solution](#)

1224.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2200 · first AC: 2024-12-26 · Go (first AC) · Tags: dp

[__baozii_'s solution](#)

1225.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[__baozii_'s solution](#)

1226.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2024-12-09 · Go (first AC) · Tags: combinatorics, dp, math

[__baozii_'s solution](#)

1227.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-01 · Go (first AC) · Tags: dp, sortings, string suffix structures, strings

[__baozii_'s solution](#)

1228.

2034E

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

Quality: 2,018 global accepts · Rating: 2200 · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[__baozii__'s solution](#)

1229.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-11-28 · Go (first AC) · Tags: data structures

[__baozii__'s solution](#)

1230.

1234F

[Yet Another Substring Reverse](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-11-25 · Kotlin 1.9 (first AC) · Tags: bitmasks, dp

[__baozii__'s solution](#)

1231.

1216E2

[Numerical Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2200 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math

[__baozii__'s solution](#)

1232.

1154G

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

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2024-11-19 · Go (first AC) · Tags: brute force, greedy, math, number theory

[__baozii__'s solution](#)

1233.

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2024-11-14 · Go (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[__baozii__'s solution](#)

1234.

1575H

[Holiday Wall Ornaments](#) · [Tutorial](#)

Quality: 768 global accepts · Rating: 2200 · first AC: 2024-11-14 · Go (first AC) · Tags: dp, strings

[__baozii__'s solution](#)

1235.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2024-11-02 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[__baozii__'s solution](#)

1236.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-10-26 · Go (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[__baozii__'s solution](#)

1237.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2200 · first AC: 2024-10-25 · last AC: 2024-10-25 · PyPy 3-64 (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[__baozii__'s solution](#)

1238.

2030E

[MEXimize the Score](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2200 · first AC: 2024-10-19 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, dp, greedy, implementation, math

[__baozii__'s solution](#)

1239.

1407D

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

Quality: 5,703 global accepts · Rating: 2200 · first AC: 2024-10-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, graphs

[__baozii__'s solution](#)

1240.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-10-17 · Go (first AC) · Tags: combinatorics, dp, math, number theory

[__baozii__'s solution](#)

1241.

2025E

[Card Game](#) · [Tutorial](#)

Quality: 2,360 global accepts · Rating: 2200 · first AC: 2024-10-14 · Go (first AC) · Tags: combinatorics, dp, fft, greedy, math

[__baozii__'s solution](#)

1242.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: data structures, greedy, math

[__baozii__'s solution](#)

1243.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2024-10-10 · Go (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[__baozii__'s solution](#)

1244.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2024-10-07 · Go (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[__baozii__'s solution](#)

1245.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2024-10-07 · Go (first AC) · Tags: data structures, dp, greedy

[__baozii__'s solution](#)

1246.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-10-07 · last AC: 2024-10-07 · Go (first AC) · Tags: brute force, combinatorics, dp

[__baozii__'s solution](#)

1247.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2024-10-07 · Go (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[__baozii__'s solution](#)

1248.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2024-10-07 · Go (first AC) · Tags: dfs and similar, hashing, implementation, trees

[__baozii__'s solution](#)

1249.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2024-10-07 · Go (first AC) · Tags: dp, greedy, implementation

[__baozii__'s solution](#)

1250.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,776 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[__baozii__'s solution](#)

1251.

2018D

[Max Plus Min Plus Size](#) · [Tutorial](#)

Quality: 2,192 global accepts · Rating: 2200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, dsu, greedy, implementation, matrices, sortings

[__baozii__'s solution](#)

1252.

1400E

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

Quality: 6,309 global accepts · Rating: 2200 · first AC: 2024-10-06 · last AC: 2024-10-06 · PyPy 3-64 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[__baozii__'s solution](#)

1253.

1986G1

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

Quality: 1,913 global accepts · Rating: 2200 · first AC: 2024-10-02 · last AC: 2024-10-02 · Go (first AC) · Tags: binary search, brute force, combinatorics, data structures, math, number theory

[__baozii__'s solution](#)

1254.

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2024-10-02 · Go (first AC) · Tags: constructive algorithms, greedy, trees

[__baozii__'s solution](#)

1255.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[__baozii__'s solution](#)

1256.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-10-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[__baozii__'s solution](#)

1257.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2024-09-23 · last AC: 2024-09-24 · Go (first AC) · Tags: data structures, dsu, greedy, sortings

[__baozii__'s solution](#)

1258.

1593G

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

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[__baozii__'s solution](#)

1259.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2024-09-23 · PyPy 3-64 (first AC) · Tags: greedy, sortings, two pointers

[__baozii__'s solution](#)

1260.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2024-09-20 · last AC: 2024-09-21 · Go (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[__baozii__'s solution](#)

1261.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 2200 · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[__baozii__'s solution](#)

1262.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2024-09-20 · Go (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[__baozii__'s solution](#)

1263.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2024-09-17 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[__baozii__'s solution](#)

1264.

1437E

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

Quality: 3,926 global accepts · Rating: 2200 · first AC: 2024-09-16 · Go (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[__baozii__'s solution](#)

1265.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2024-09-16 · Go (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[__baozii__'s solution](#)

1266.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,243 global accepts · Rating: 2200 · first AC: 2024-09-16 · Go (first AC) · Tags: bitmasks, brute force, greedy

[__baozii__'s solution](#)

1267.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-09-10 · Go (first AC) · Tags: combinatorics, trees

[__baozii__'s solution](#)

1268.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-08-27 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, constructive algorithms,

implementation

[__baozii__'s solution](#)

1269.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[__baozii__'s solution](#)

1270.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-14 · PyPy 3-64 (first AC) · Tags: binary search, brute force, data structures, implementation

[__baozii__'s solution](#)

1271.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · Go (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[__baozii__'s solution](#)

1272.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-04 · Go (first AC) · Tags: binary search, dp, greedy

[__baozii__'s solution](#)

1273.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[__baozii__'s solution](#)

1274.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees

[__baozii__'s solution](#)

1275.

2199H

[Sum of MEX](#) · [Tutorial](#)

Quality: 90 global accepts · Rating: 2300 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, combinatorics, data structures, dp, math

[__baozii__'s solution](#)

1276.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[__baozii__'s solution](#)

1277.

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-29 · Go (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math

[__baozii__'s solution](#)

1278.

2181J

[Jinx or Jackpot](#) · [Tutorial](#)

Quality: 708 global accepts · Rating: 2300 · first AC: 2025-12-17 · PyPy 3-64 (first AC) · Tags: brute force, dp, math, probabilities

[__baozii__'s solution](#)

1279.

1252L

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

Quality: 642 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs
[__baozii_'s solution](#)

1280.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp
[__baozii_'s solution](#)

1281.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, trees
[__baozii_'s solution](#)

1282.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[__baozii_'s solution](#)

1283.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures
[__baozii_'s solution](#)

1284.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math
[__baozii_'s solution](#)

1285.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings
[__baozii_'s solution](#)

1286.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: flows
[__baozii_'s solution](#)

1287.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy
[__baozii_'s solution](#)

1288.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees
[__baozii_'s solution](#)

1289.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[__baozii__'s solution](#)

1290.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[__baozii__'s solution](#)

1291.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[__baozii__'s solution](#)

1292.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[__baozii__'s solution](#)

1293.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[__baozii__'s solution](#)

1294.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2025-07-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[__baozii__'s solution](#)

1295.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, math

[__baozii__'s solution](#)

1296.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2300 · first AC: 2025-01-04 · last AC: 2025-06-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[__baozii__'s solution](#)

1297.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2025-06-26 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, dsu

[__baozii__'s solution](#)

1298.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[__baozii__'s solution](#)

1299.

2121H

[Ice Baby](#) · [Tutorial](#)

Quality: 2,241 global accepts · Rating: 2300 · first AC: 2025-06-17 · last AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings

[__baozii_'s solution](#)

1300.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-05-27 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[__baozii_'s solution](#)

1301.

2107F1

[Cycling \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,823 global accepts · Rating: 2300 · first AC: 2025-05-07 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy

[__baozii_'s solution](#)

1302.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[__baozii_'s solution](#)

1303.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[__baozii_'s solution](#)

1304.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,857 global accepts · Rating: 2300 · first AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[__baozii_'s solution](#)

1305.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-04-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[__baozii_'s solution](#)

1306.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[__baozii_'s solution](#)

1307.

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2025-04-23 · last AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[__baozii_'s solution](#)

1308.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,913 global accepts · Rating: 2300 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures,

dfs and similar, dp, trees, two pointers

[__baozii_'s solution](#)

1309.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers

[__baozii_'s solution](#)

1310.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[__baozii_'s solution](#)

1311.

727F

[Polycarp's problems](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2300 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy

[__baozii_'s solution](#)

1312.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[__baozii_'s solution](#)

1313.

1699D

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

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy

[__baozii_'s solution](#)

1314.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers

[__baozii_'s solution](#)

1315.

2091G

[Gleb and Boating](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2300 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, greedy, math, number theory, shortest paths

[__baozii_'s solution](#)

1316.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees

[__baozii_'s solution](#)

1317.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,755 global accepts · Rating: 2300 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[__baozii_'s solution](#)

1318.

1681F

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

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and

similar, divide and conquer, dp, dsu, trees

[__baozii_'s solution](#)

1319.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[__baozii_'s solution](#)

1320.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2025-03-07 · PyPy 3-64 (first AC) · Tags: constructive algorithms, implementation, strings

[__baozii_'s solution](#)

1321.

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, implementation

[__baozii_'s solution](#)

1322.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, shortest paths

[__baozii_'s solution](#)

1323.

438D

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

Quality: 11,595 global accepts · Rating: 2300 · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, math

[__baozii_'s solution](#)

1324.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation

[__baozii_'s solution](#)

1325.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2025-02-21 · last AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu, graphs

[__baozii_'s solution](#)

1326.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,399 global accepts · Rating: 2300 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, sortings, strings

[__baozii_'s solution](#)

1327.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[__baozii_'s solution](#)

1328.

38G

[Queue](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 2300 · first AC: 2025-02-17 · last AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[__baozii_'s solution](#)

1329.

858F

[Wizard's Tour](#) · [Tutorial](#)

Quality: 2,022 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[__baozii_'s solution](#)

1330.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp

[__baozii_'s solution](#)

1331.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 2300 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[__baozii_'s solution](#)

1332.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2025-02-04 · last AC: 2025-02-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[__baozii_'s solution](#)

1333.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2025-02-04 · Go (first AC) · Tags: math, matrices

[__baozii_'s solution](#)

1334.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,072 global accepts · Rating: 2300 · first AC: 2025-02-04 · Go (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[__baozii_'s solution](#)

1335.

2063E

[Triangle Tree](#) · [Tutorial](#)

Quality: 2,387 global accepts · Rating: 2300 · first AC: 2025-01-22 · Go (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[__baozii_'s solution](#)

1336.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,768 global accepts · Rating: 2300 · first AC: 2025-01-04 · Go (first AC) · Tags: dp, strings

[__baozii_'s solution](#)

1337.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2024-11-24 · Java 21 (first AC) · Tags: math, matrices, number theory, two pointers

[__baozii_'s solution](#)

1338.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2024-11-20 · Go (first AC) · Tags: dp, greedy

[__baozii__'s solution](#)

1339.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-11 · last AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[__baozii__'s solution](#)

1340.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2024-10-23 · PyPy 3-64 (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[__baozii__'s solution](#)

1341.

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2024-10-14 · PyPy 3-64 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[__baozii__'s solution](#)

1342.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,519 global accepts · Rating: 2300 · first AC: 2024-10-04 · last AC: 2024-10-04 · Go (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[__baozii__'s solution](#)

1343.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[__baozii__'s solution](#)

1344.

2007F

[Eri and Expanded Sets](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-09-01 · Go (first AC) · Tags: binary search, data structures, number theory, two pointers

[__baozii__'s solution](#)

1345.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-14 · Go (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[__baozii__'s solution](#)

1346.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2026-04-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[__baozii__'s solution](#)

1347.

1708E

[DFS Trees](#) · [Tutorial](#)

Rating: 2400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, greedy

[__baozii__'s solution](#)

1348.

2206F

[Minesweeper String](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: fft, number theory

[__baozii_'s solution](#)

1349.

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2026-02-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[__baozii_'s solution](#)

1350.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[__baozii_'s solution](#)

1351.

626E

[Simple Skewness](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2400 · first AC: 2026-01-28 · Go (first AC) · Tags: binary search, math, ternary search

[__baozii_'s solution](#)

1352.

1218D

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

Quality: 602 global accepts · Rating: 2400 · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, fft, graphs

[__baozii_'s solution](#)

1353.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2025-02-12 · last AC: 2026-01-04 · Go (first AC) · Tags: dsu, string suffix structures, strings

[__baozii_'s solution](#)

1354.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2025-12-26 · Go (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[__baozii_'s solution](#)

1355.

2181G

[Greta's Game](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2025-12-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, math

[__baozii_'s solution](#)

1356.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[__baozii_'s solution](#)

1357.

2176F

[Omega Numbers](#) · [Tutorial](#)

Quality: 1,487 global accepts · Rating: 2400 · first AC: 2025-12-12 · Go (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[__baozii_'s solution](#)

1358.

220E

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

Quality: 1,715 global accepts · Rating: 2400 · first AC: 2025-12-11 · Go (first AC) · Tags: data structures, two pointers

[__baozii_'s solution](#)

1359.

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[__baozii_'s solution](#)

1360.

2171H

[Shiori Miyagi and Maximum Array Score](#) · [Tutorial](#)

Quality: 1,014 global accepts · Rating: 2400 · first AC: 2025-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[__baozii_'s solution](#)

1361.

665F

[Four Divisors](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2400 · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math, number theory, sortings, two pointers

[__baozii_'s solution](#)

1362.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[__baozii_'s solution](#)

1363.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[__baozii_'s solution](#)

1364.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-08-11 · last AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[__baozii_'s solution](#)

1365.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[__baozii_'s solution](#)

1366.

2126G2

[Big Wins! \(hard version\)](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2025-07-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, trees, two pointers

[__baozii_'s solution](#)

1367.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[__baozii_'s solution](#)

1368.

1910H

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

Quality: 107 global accepts · Rating: 2400 · first AC: 2025-07-16 · Kotlin 1.9 (first AC) · Tags: *special, binary search, data structures
[__baozii__'s solution](#)

1369.

1736C2

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

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers
[__baozii__'s solution](#)

1370.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers
[__baozii__'s solution](#)

1371.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[__baozii__'s solution](#)

1372.

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs
[__baozii__'s solution](#)

1373.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[__baozii__'s solution](#)

1374.

1874B

[Jellyfish and Math](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths
[__baozii__'s solution](#)

1375.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[__baozii__'s solution](#)

1376.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees
[__baozii__'s solution](#)

1377.

1609E

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

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, matrices

[__baozii__'s solution](#)

1378.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-26 · PyPy 3-64 (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[__baozii__'s solution](#)

1379.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[__baozii__'s solution](#)

1380.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2025-04-19 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[__baozii__'s solution](#)

1381.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · last AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[__baozii__'s solution](#)

1382.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2025-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[__baozii__'s solution](#)

1383.

710F

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

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[__baozii__'s solution](#)

1384.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, number theory

[__baozii__'s solution](#)

1385.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[__baozii__'s solution](#)

1386.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,827 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, matrices

[__baozii__'s solution](#)

1387.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[__baozii_'s solution](#)

1388.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[__baozii_'s solution](#)

1389.

1732D2

[Balance \(Hard version\)](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, number theory

[__baozii_'s solution](#)

1390.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[__baozii_'s solution](#)

1391.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, strings

[__baozii_'s solution](#)

1392.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[__baozii_'s solution](#)

1393.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, sortings

[__baozii_'s solution](#)

1394.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2025-04-08 · PyPy 3-64 (first AC) · Tags: combinatorics, fft, math

[__baozii_'s solution](#)

1395.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, games, math

[__baozii_'s solution](#)

1396.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[__baozii_'s solution](#)

1397.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,854 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[_baozii_'s solution](#)

1398.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[_baozii_'s solution](#)

1399.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[_baozii_'s solution](#)

1400.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, string suffix structures, strings

[_baozii_'s solution](#)

1401.

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2025-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths

[_baozii_'s solution](#)

1402.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, math

[_baozii_'s solution](#)

1403.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-03-26 · Kotlin 1.9 (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[_baozii_'s solution](#)

1404.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2025-03-26 · last AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees

[_baozii_'s solution](#)

1405.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[_baozii_'s solution](#)

1406.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[_baozii_'s solution](#)

1407.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[__baozii__'s solution](#)

1408.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2025-03-05 · last AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, implementation

[__baozii__'s solution](#)

1409.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[__baozii__'s solution](#)

1410.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

1411.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[__baozii__'s solution](#)

1412.

1114F

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

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[__baozii__'s solution](#)

1413.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[__baozii__'s solution](#)

1414.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[__baozii__'s solution](#)

1415.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[__baozii__'s solution](#)

1416.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar,

dp, number theory

[__baozii_'s solution](#)

1417.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[__baozii_'s solution](#)

1418.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[__baozii_'s solution](#)

1419.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[__baozii_'s solution](#)

1420.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[__baozii_'s solution](#)

1421.

632F

[Magic Matrix](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2400 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, graphs, matrices, trees

[__baozii_'s solution](#)

1422.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2025-02-06 · last AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, fft, math

[__baozii_'s solution](#)

1423.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees

[__baozii_'s solution](#)

1424.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-15 · C# 10 (first AC) · Tags: —

[__baozii_'s solution](#)

1425.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation

[__baozii_'s solution](#)

1426.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-10-07 · Go (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[__baozii_'s solution](#)

1427.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2024-09-26 · PyPy 3-64 (first AC) · Tags: dp, greedy

[__baozii_'s solution](#)

1428.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-09-10 · Go (first AC) · Tags: binary search, data structures, greedy, implementation

[__baozii_'s solution](#)

1429.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2024-08-13 · Go (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[__baozii_'s solution](#)

1430.

2206B

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

Quality: 348 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[__baozii_'s solution](#)

1431.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry

[__baozii_'s solution](#)

1432.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[__baozii_'s solution](#)

1433.

2199G

[Jammer](#) · [Tutorial](#)

Quality: 59 global accepts · Rating: 2500 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, math

[__baozii_'s solution](#)

1434.

2196D

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

Quality: 993 global accepts · Rating: 2500 · first AC: 2026-02-11 · PyPy 3-64 (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[__baozii_'s solution](#)

1435.

1951F

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

Quality: 963 global accepts · Rating: 2500 · first AC: 2026-02-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[__baozii_'s solution](#)

1436.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2026-01-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[_baozii_'s solution](#)

1437.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-08 · Go (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[_baozii_'s solution](#)

1438.

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · Go (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[_baozii_'s solution](#)

1439.

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2500 · first AC: 2025-12-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[_baozii_'s solution](#)

1440.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2025-12-16 · Go (first AC) · Tags: bitmasks, dp, graphs, number theory

[_baozii_'s solution](#)

1441.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,729 global accepts · Rating: 2500 · first AC: 2025-12-15 · last AC: 2025-12-15 · Go (first AC) · Tags: hashing, string suffix structures, strings

[_baozii_'s solution](#)

1442.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2025-12-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[_baozii_'s solution](#)

1443.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[_baozii_'s solution](#)

1444.

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: dsu, graphs, greedy

[_baozii_'s solution](#)

1445.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-12-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[_baozii_'s solution](#)

1446.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-07-09 · last AC: 2025-12-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[_baozii_'s solution](#)

1447.

2159D1

[Inverse Minimum Partition \(Easy Version\) · Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · last AC: 2025-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[__baozii__'s solution](#)

1448.

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2025-12-08 · last AC: 2025-12-08 · Go (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[__baozii__'s solution](#)

1449.

1809F

[Traveling in Berland · Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2025-11-22 · last AC: 2025-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[__baozii__'s solution](#)

1450.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, strings

[__baozii__'s solution](#)

1451.

1246D

[Tree Factory · Tutorial](#)

Rating: 2500 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[__baozii__'s solution](#)

1452.

995D

[Game · Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: math

[__baozii__'s solution](#)

1453.

1313D

[Happy New Year · Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-09-14 · last AC: 2025-09-14 · Kotlin 2.2 (first AC) · Tags: bitmasks, dp, implementation

[__baozii__'s solution](#)

1454.

348C

[Subset Sums · Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures

[__baozii__'s solution](#)

1455.

1847F

[The Boss's Identity · Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[__baozii__'s solution](#)

1456.

1677D

[Tokitsukaze and Permutations · Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2025-08-30 · last AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[__baozii__'s solution](#)

1457.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[__baozii_'s solution](#)

1458.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2500 · first AC: 2025-08-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[__baozii_'s solution](#)

1459.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs

[__baozii_'s solution](#)

1460.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2025-08-15 · PyPy 3-64 (first AC) · Tags: dp, greedy, string suffix structures, strings

[__baozii_'s solution](#)

1461.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dsu, math

[__baozii_'s solution](#)

1462.

57D

[Journey](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[__baozii_'s solution](#)

1463.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[__baozii_'s solution](#)

1464.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,694 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, sortings

[__baozii_'s solution](#)

1465.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp

[__baozii_'s solution](#)

1466.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[__baozii_'s solution](#)

1467.

1325F

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

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[__baozii_'s solution](#)

1468.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2025-08-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[__baozii_'s solution](#)

1469.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[__baozii_'s solution](#)

1470.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2025-08-12 · PyPy 3-64 (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[__baozii_'s solution](#)

1471.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[__baozii_'s solution](#)

1472.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2025-08-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[__baozii_'s solution](#)

1473.

1903D2

[Maximum And Queries \(hard version\)](#) · [Tutorial](#)

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy

[__baozii_'s solution](#)

1474.

551E

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

Quality: 2,141 global accepts · Rating: 2500 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[__baozii_'s solution](#)

1475.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[__baozii_'s solution](#)

1476.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2025-06-28 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[__baozii_'s solution](#)

1477.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2500 · first AC: 2025-06-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp,

dsu, graphs, shortest paths, sortings

[__baozii_'s solution](#)

1478.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 2500 · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[__baozii_'s solution](#)

1479.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[__baozii_'s solution](#)

1480.

2029F

[Palindrome Everywhere](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2500 · first AC: 2025-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[__baozii_'s solution](#)

1481.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[__baozii_'s solution](#)

1482.

2081B

[Balancing](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2500 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[__baozii_'s solution](#)

1483.

2113F

[Two Arrays](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[__baozii_'s solution](#)

1484.

1840G2

[In Search of Truth \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,187 global accepts · Rating: 2500 · first AC: 2025-06-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities

[__baozii_'s solution](#)

1485.

2117H

[Incessant Rain](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, sortings

[__baozii_'s solution](#)

1486.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[__baozii_'s solution](#)

1487.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[_baozii_'s solution](#)

1488.

1055E

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

Quality: 891 global accepts · Rating: 2500 · first AC: 2025-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp

[_baozii_'s solution](#)

1489.

2101D

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

Quality: 1,019 global accepts · Rating: 2500 · first AC: 2025-05-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, sortings, two pointers

[_baozii_'s solution](#)

1490.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, two pointers

[_baozii_'s solution](#)

1491.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2025-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[_baozii_'s solution](#)

1492.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[_baozii_'s solution](#)

1493.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[_baozii_'s solution](#)

1494.

1789E

[Serval and Music Game](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 2500 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math, number theory

[_baozii_'s solution](#)

1495.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2025-04-19 · PyPy 3-64 (first AC) · Tags: binary search, data structures, implementation, two pointers

[_baozii_'s solution](#)

1496.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[_baozii_'s solution](#)

1497.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2025-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[__baozii__'s solution](#)

1498.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-04-12 · last AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[__baozii__'s solution](#)

1499.

1097F

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

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, number theory

[__baozii__'s solution](#)

1500.

1175F

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

Quality: 2,664 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[__baozii__'s solution](#)

1501.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[__baozii__'s solution](#)

1502.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[__baozii__'s solution](#)

1503.

1788F

[XOR, Tree, and Queries](#) · [Tutorial](#)

Quality: 1,156 global accepts · Rating: 2500 · first AC: 2025-04-10 · last AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, trees

[__baozii__'s solution](#)

1504.

1858E1

[Rollbacks \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[__baozii__'s solution](#)

1505.

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[__baozii__'s solution](#)

1506.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2025-03-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, data

structures, dp, two pointers

[_baozii_'s solution](#)

1507.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[_baozii_'s solution](#)

1508.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2025-03-03 · last AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[_baozii_'s solution](#)

1509.

2071D2

[Infinite Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,100 global accepts · Rating: 2500 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, dp, implementation, math

[_baozii_'s solution](#)

1510.

739C

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

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[_baozii_'s solution](#)

1511.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2025-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp

[_baozii_'s solution](#)

1512.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, number theory

[_baozii_'s solution](#)

1513.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2500 · first AC: 2025-02-11 · last AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[_baozii_'s solution](#)

1514.

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, trees

[_baozii_'s solution](#)

1515.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[_baozii_'s solution](#)

1516.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[__baozii_'s solution](#)

1517.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · Go (first AC) · Tags: combinatorics, dp, math, sortings

[__baozii_'s solution](#)

1518.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[__baozii_'s solution](#)

1519.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-10-29 · PyPy 3-64 (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs

[__baozii_'s solution](#)

1520.

1986G2

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

Quality: 1,442 global accepts · Rating: 2500 · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, hashing, math, number theory

[__baozii_'s solution](#)

1521.

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2024-08-29 · Go (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[__baozii_'s solution](#)

1522.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2024-08-22 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, greedy, trees

[__baozii_'s solution](#)

1523.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2026-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games

[__baozii_'s solution](#)

1524.

1945H

[GCD is Greater](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 2600 · first AC: 2026-04-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory

[__baozii_'s solution](#)

1525.

261D

[Maxim and Increasing Subsequence](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: dp

[__baozii_'s solution](#)

1526.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[__baozii_'s solution](#)

1527.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[__baozii_'s solution](#)

1528.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2026-03-07 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[__baozii_'s solution](#)

1529.

1994G

[Minecraft](#) · [Tutorial](#)

Quality: 1,627 global accepts · Rating: 2600 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[__baozii_'s solution](#)

1530.

703E

[Mishka and Divisors](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, number theory

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1531.

725E

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Quality: 710 global accepts · Rating: 2600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

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1532.

1486F

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Quality: 812 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

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1533.

1680F

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Quality: 901 global accepts · Rating: 2600 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

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1534.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2026-01-04 · Go (first AC) · Tags: data structures, string suffix structures, strings

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1535.

1699E

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Quality: 1,374 global accepts · Rating: 2600 · first AC: 2026-01-04 · last AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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1536.

1762F

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Quality: 888 global accepts · Rating: 2600 · first AC: 2026-01-03 · Go (first AC) · Tags: binary search, data structures, dp

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1537.

1073G

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Quality: 1,112 global accepts · Rating: 2600 · first AC: 2026-01-02 · Go (first AC) · Tags: data structures, string suffix structures
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1538.

1312G

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Quality: 1,081 global accepts · Rating: 2600 · first AC: 2026-01-02 · last AC: 2026-01-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp
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1539.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2026-01-02 · Go (first AC) · Tags: data structures, math
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1540.

1815D

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Quality: 1,495 global accepts · Rating: 2600 · first AC: 2025-12-28 · last AC: 2026-01-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
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1541.

1982F

[Sorting Problem Again](#) · [Tutorial](#)

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1542.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees
[_baozii_'s solution](#)

1543.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2600 · first AC: 2025-12-29 · Go (first AC) · Tags: data structures, string suffix structures, strings, trees
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1544.

2173F

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Quality: 564 global accepts · Rating: 2600 · first AC: 2025-12-05 · last AC: 2025-12-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, math
[_baozii_'s solution](#)

1545.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2025-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[_baozii_'s solution](#)

1546.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2025-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, hashing
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1547.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[__baozii_'s solution](#)

1548.

2150E1

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Quality: 1,026 global accepts · Rating: 2600 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: divide and conquer, interactive, math, probabilities, sortings
[__baozii_'s solution](#)

1549.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 523 global accepts · Rating: 2600 · first AC: 2025-09-21 · last AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation
[__baozii_'s solution](#)

1550.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2025-09-15 · last AC: 2025-09-15 · Kotlin 2.2 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[__baozii_'s solution](#)

1551.

2128E2

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

Quality: 795 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, math, two pointers
[__baozii_'s solution](#)

1552.

1919E

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

Quality: 1,130 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, implementation, math
[__baozii_'s solution](#)

1553.

2119E

[And Constraint](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 2600 · first AC: 2025-07-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, greedy
[__baozii_'s solution](#)

1554.

2109C3

[Hacking Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,203 global accepts · Rating: 2600 · first AC: 2025-05-18 · PyPy 3-64 (first AC) · Tags: constructive algorithms, interactive, math, number theory
[__baozii_'s solution](#)

1555.

2108E

[Spruce Dispute](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-05-02 · Go (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, shortest paths, trees
[__baozii_'s solution](#)

1556.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[__baozii_'s solution](#)

1557.

1582G

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Quality: 699 global accepts · Rating: 2600 · first AC: 2025-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, number theory

[__baozii_'s solution](#)

1558.

2103F

[Maximize Nor](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2600 · first AC: 2025-04-21 · last AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, implementation, sortings

[__baozii_'s solution](#)

1559.

1858E2

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

Quality: 1,264 global accepts · Rating: 2600 · first AC: 2025-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, trees

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1560.

2084G1

[Wish Upon a Satellite \(Easy Version\)](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games

[__baozii_'s solution](#)

1561.

2081D

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Quality: 1,184 global accepts · Rating: 2600 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, sortings, trees

[__baozii_'s solution](#)

1562.

1004F

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Quality: 928 global accepts · Rating: 2600 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer

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1563.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[__baozii_'s solution](#)

1564.

622F

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Quality: 4,940 global accepts · Rating: 2600 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[__baozii_'s solution](#)

1565.

612F

[Simba on the Circle](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2600 · first AC: 2025-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[__baozii_'s solution](#)

1566.

1446D1

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Quality: 2,104 global accepts · Rating: 2600 · first AC: 2024-09-26 · Go (first AC) · Tags: data structures, greedy

[__baozii_'s solution](#)

1567.

2009G3

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Quality: 532 global accepts · Rating: 2700 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation
[__baozii__'s solution](#)

1568.

1849F

[XOR Partition · Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2026-01-04 · Go (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[__baozii__'s solution](#)

1569.

1473F

[Strange Set · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: flows, math
[__baozii__'s solution](#)

1570.

1207G

[Indie Album · Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[__baozii__'s solution](#)

1571.

2144F

[Bracket Groups · Tutorial](#)

Quality: 918 global accepts · Rating: 2700 · first AC: 2025-09-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, string suffix structures, strings
[__baozii__'s solution](#)

1572.

2141H

[Merging Vertices in a Graph · Tutorial](#)

Quality: 84 global accepts · Rating: 2700 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, dsu, graphs
[__baozii__'s solution](#)

1573.

1682E

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Quality: 749 global accepts · Rating: 2700 · first AC: 2025-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees
[__baozii__'s solution](#)

1574.

1553G

[Common Divisor Graph · Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[__baozii__'s solution](#)

1575.

2115C

[Gellyfish and Eternal Violet · Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities
[__baozii__'s solution](#)

1576.

1799F

[Halve or Subtract · Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[__baozii__'s solution](#)

1577.

1814F

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Quality: 937 global accepts · Rating: 2700 · first AC: 2025-04-28 · last AC: 2025-04-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, divide and conquer, dsu

[__baozii__'s solution](#)

1578.

827E

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, strings

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1579.

1601D

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Quality: 1,942 global accepts · Rating: 2700 · first AC: 2025-03-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, sortings

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1580.

2073H

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Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-01 · PyPy 3-64 (first AC) · Tags: interactive

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1581.

2073C

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[__baozii__'s solution](#)

1582.

2043F

[Nim](#) · [Tutorial](#)

Quality: 907 global accepts · Rating: 2700 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, games, greedy, implementation, shortest paths

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1583.

2049F

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Quality: 582 global accepts · Rating: 2700 · first AC: 2024-12-20 · Go (first AC) · Tags: bitmasks, brute force, data structures, dsu, implementation

[__baozii__'s solution](#)

1584.

2028F

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1585.

1930F

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1586.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2026-03-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, hashing, strings

[__baozii__'s solution](#)

1587.

2201F2

[Monotone Monochrome Matrices \(Hard Version\)](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: constructive algorithms, data structures, hashing, math

[__baozii__'s solution](#)

1588.

2180F1

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Quality: 405 global accepts · Rating: 2800 · first AC: 2025-12-19 · Go (first AC) · Tags: combinatorics, dp, probabilities

[__baozii__'s solution](#)

1589.

2181L

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Quality: 133 global accepts · Rating: 2800 · first AC: 2025-12-17 · C++20 (GCC 13-64) (first AC) · Tags: math, string suffix structures

[__baozii__'s solution](#)

1590.

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2025-10-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

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1591.

1327G

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Quality: 527 global accepts · Rating: 2800 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, string suffix structures

[__baozii__'s solution](#)

1592.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2025-10-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[__baozii__'s solution](#)

1593.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[__baozii__'s solution](#)

1594.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[__baozii__'s solution](#)

1595.

2150E2

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Quality: 598 global accepts · Rating: 2800 · first AC: 2025-09-24 · PyPy 3-64 (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[__baozii__'s solution](#)

1596.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy

[__baozii__'s solution](#)

1597.

2141G

[Good Robot Paths](#) · [Tutorial](#)

Quality: 62 global accepts · Rating: 2800 · first AC: 2025-09-12 · Kotlin 2.2 (first AC) · Tags: *special, data structures, geometry, sortings
[__baozii_'s solution](#)

1598.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities
[__baozii_'s solution](#)

1599.

2113E

[From Kazan with Love](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2025-06-16 · last AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees
[__baozii_'s solution](#)

1600.

2097D

[Homework](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2800 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, math, matrices
[__baozii_'s solution](#)

1601.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs
[__baozii_'s solution](#)

1602.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2025-02-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[__baozii_'s solution](#)

1603.

2034F2

[Khayyam's Royal Decree \(Hard Version\)](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · Go (first AC) · Tags: combinatorics, dp, math, sortings
[__baozii_'s solution](#)

1604.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[__baozii_'s solution](#)

1605.

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
[__baozii_'s solution](#)

1606.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2026-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees
[__baozii_'s solution](#)

1607.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-10-14 · last AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[__baozii__'s solution](#)

1608.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, matrices, trees

[__baozii__'s solution](#)

1609.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[__baozii__'s solution](#)

1610.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy

[__baozii__'s solution](#)

1611.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[__baozii__'s solution](#)

1612.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[__baozii__'s solution](#)

1613.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2026-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[__baozii__'s solution](#)

1614.

2199I

[Strange Process](#) · [Tutorial](#)

Quality: 34 global accepts · Rating: 3000 · first AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special

[__baozii__'s solution](#)

1615.

2196E2

[Fuzzy Concatenation \(Hard version\)](#) · [Tutorial](#)

Quality: 199 global accepts · Rating: 3000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, greedy, string suffix structures

[__baozii__'s solution](#)

1616.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[__baozii__'s solution](#)

1617.

2129E

[Induced Subgraph Queries](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, sortings
[__baozii__'s solution](#)

1618.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2025-04-01 · last AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
[__baozii__'s solution](#)

1619.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, two pointers
[__baozii__'s solution](#)

1620.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[__baozii__'s solution](#)

1621.

2075F

[Beautiful Sequence Returns](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3000 · first AC: 2025-03-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, implementation
[__baozii__'s solution](#)

1622.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-02-28 · last AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, fft
[__baozii__'s solution](#)

1623.

1838F

[Stuck Conveyor](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2024-09-04 · Go (first AC) · Tags: binary search, constructive algorithms, interactive
[__baozii__'s solution](#)

1624.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-10-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[__baozii__'s solution](#)

1625.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, sortings, two pointers
[__baozii__'s solution](#)

1626.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees
[__baozii__'s solution](#)

1627.

2096F

[Wonderful Impostors](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3100 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, two pointers

[__baozii__'s solution](#)

1628.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2025-03-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[__baozii__'s solution](#)

1629.

2181C

[Cacti Classification](#) · [Tutorial](#)

Quality: 148 global accepts · Rating: 3200 · first AC: 2025-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, math

[__baozii__'s solution](#)

1630.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, strings

[__baozii__'s solution](#)

1631.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games

[__baozii__'s solution](#)

1632.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[__baozii__'s solution](#)

1633.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2025-09-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings

[__baozii__'s solution](#)

1634.

2096H

[Wonderful XOR Problem](#) · [Tutorial](#)

Quality: 224 global accepts · Rating: 3200 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math

[__baozii__'s solution](#)

1635.

2178H

[Create or Duplicate](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3300 · first AC: 2026-01-06 · Go (first AC) · Tags: bitmasks, graphs, number theory, shortest paths

[__baozii__'s solution](#)

1636.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[__baozii__'s solution](#)

1637.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2025-10-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings
[_baozii_'s solution](#)

1638.

2122G

[Tree Parking](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3300 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math, trees
[_baozii_'s solution](#)

1639.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2026-02-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings
[_baozii_'s solution](#)

1640.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[_baozii_'s solution](#)

1641.

2127G1

[Inter Active \(Easy Version\)](#) · [Tutorial](#)

Quality: 101 global accepts · Rating: 3400 · first AC: 2025-08-07 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities
[_baozii_'s solution](#)

1642.

2124H

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

Quality: 188 global accepts · Rating: 3400 · first AC: 2025-07-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, trees
[_baozii_'s solution](#)

1643.

2206A

[Compare Suffixes](#) · [Tutorial](#)

Quality: 84 global accepts · Rating: 3500 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[_baozii_'s solution](#)

1644.

106503M

[Until next time, SCNUCPC!](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[_baozii_'s solution](#)

1645.

106503C

[Valentine's Day of Crime and Punishment](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[_baozii_'s solution](#)

1646.

106503G

[Destroy the NPS](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[_baozii_'s solution](#)

1647.

106503J

[Stop, Grid Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1648.

106503L

[As crychic wanes](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1649.

106503D

[Valentine's Day Money Tree](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1650.

106503K

[NTT](#) · [Tutorial](#)

Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1651.

106503F

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Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1652.

106503I

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Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1653.

106503B

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Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[baozii 's solution](#)

1654.

106503A

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[baozii 's solution](#)

1655.

106503E

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Rating: — · first AC: 2026-05-01 · C++20 (GCC 13-64) (first AC) · Tags: —

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1656.

106508D

[SCUT Classroom Relocation](#) · [Tutorial](#)

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1657.

106508H

[Substring Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1658.

106508E

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Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

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1659.

106508I

[Parallel Pipeline Scheduling](#) · [Tutorial](#)

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[__baozii_'s solution](#)

1660.

106508K

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[__baozii_'s solution](#)

1661.

106508B

[The Light Boat Has Passed Ten Thousand Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

1662.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[__baozii_'s solution](#)

1663.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,934 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[__baozii_'s solution](#)

1664.

2222D

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

Quality: 3,170 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[__baozii_'s solution](#)

1665.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[__baozii_'s solution](#)

1666.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,256 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[__baozii_'s solution](#)

1667.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,961 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[__baozii_'s solution](#)

1668.

2225D

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

Quality: 6,593 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math

[__baozii_'s solution](#)

1669.

2225C

[Red-Black Pairs](#) · [Tutorial](#)

Quality: 11,296 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[__baozii_'s solution](#)

1670.

2225B

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

Quality: 14,097 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[__baozii_'s solution](#)

1671.

2225A

[A Number Between Two Others](#) · [Tutorial](#)

Quality: 17,627 global accepts · Rating: — · first AC: 2026-04-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[__baozii_'s solution](#)

1672.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[__baozii_'s solution](#)

1673.

2219D

[MEX Replacement on Tree](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, trees
[__baozii_'s solution](#)

1674.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[__baozii_'s solution](#)

1675.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,201 global accepts · Rating: — · first AC: 2026-04-13 · PyPy 3-64 (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[__baozii_'s solution](#)

1676.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,972 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[__baozii_'s solution](#)

1677.

106467F

[Melody](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

1678.

2214G

[Anomaly](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: — · first AC: 2026-04-02 · PyPy 3-64 (first AC) · Tags: *special, communication
[__baozii_'s solution](#)

1679.

2214C

[And?](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, bitmasks

[__baozii_'s solution](#)

1680.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,541 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, brute force, games, interactive

[__baozii_'s solution](#)

1681.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,267 global accepts · Rating: — · first AC: 2026-04-01 · PyPy 3-64 (first AC) · Tags: *special, strings

[__baozii_'s solution](#)

1682.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, shortest paths

[__baozii_'s solution](#)

1683.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,559 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, strings

[__baozii_'s solution](#)

1684.

2214H

[Double Vision](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special

[__baozii_'s solution](#)

1685.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,128 global accepts · Rating: — · first AC: 2026-04-01 · PHP (first AC) · Tags: *special, graph matchings, implementation

[__baozii_'s solution](#)

1686.

106438G

[Treasure Hunt in Laurasia](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

1687.

106438C

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Rating: — · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

1688.

106438A

[Obsession With Functions](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

1689.

106438D

[Disaster Walker](#) · [Tutorial](#)

Rating: — · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1690.

106438B

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1691.

106440L

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Rating: — · first AC: 2026-03-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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1692.

106440B

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[__baozii_'s solution](#)

1693.

106415J

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1694.

106415M

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1695.

106415N

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1696.

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[__baozii_'s solution](#)

1698.

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Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —
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1699.

106415G

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Rating: — · first AC: 2026-03-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

1700.

106415C

[Aziza Supermarket Heist · Tutorial](#)

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[__baozii_'s solution](#)

1701.

106396K

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Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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1702.

106396H

[p5pkkbzW](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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1703.

106396D

[vNt0MeI](#)

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[baozii's solution](#)

1704.

106396E

[hTutoriaI](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[baozii's solution](#)

1705.

106396F

[e-Tutorial](#)

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[baozii's solution](#)

1706.

106396B

[s+Tutorial](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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1707.

106396A

[rUTutorial](#)

Rating: — · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[baozii's solution](#)

1708.

2198E

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

Rating: — · first AC: 2026-02-24 · last AC: 2026-03-02 · Kotlin 2.2 (first AC) · Tags: *special, dfs and similar, graphs
[baozii's solution](#)

1709.

2198G

[Yamakasi](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · Kotlin 2.2 (first AC) · Tags: *special
[baozii's solution](#)

1710.

2198D

[Uninteresting Number](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-24 · Kotlin 2.2 (first AC) · Tags: *special, math
[baozii's solution](#)

1711.

2198C

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Rating: — · first AC: 2026-02-24 · Kotlin 2.2 (first AC) · Tags: *special
[baozii's solution](#)

1712.

2198B

[Fibonacciness](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special
[__baozii__'s solution](#)

1713.

2198A

[Twice](#) · [Tutorial](#)

Rating: — · first AC: 2026-02-23 · Kotlin 2.2 (first AC) · Tags: *special, implementation
[__baozii__'s solution](#)

1714.

106328L

[Perimeter](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1715.

106339E

[Snowfake](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1716.

106339B

[Supply Chain](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1717.

106339I

[Snow Clearing](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1718.

106339F

[Frosted Highway \(Hard\)](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1719.

106339D

[Snowball](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1720.

106339C

[Frosted Highway](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-29 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1721.

106339A

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[__baozii__'s solution](#)

1722.

106073F

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Rating: — · first AC: 2025-12-27 · Go (first AC) · Tags: —
[__baozii__'s solution](#)

1723.

106267G

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Rating: — · first AC: 2025-12-27 · Go (first AC) · Tags: —

[baozii 's solution](#)

1724.

106267C

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Rating: — · first AC: 2025-12-27 · Go (first AC) · Tags: —

[baozii 's solution](#)

1725.

106267D

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1726.

106267B

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[baozii 's solution](#)

1727.

106267A

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Rating: — · first AC: 2025-12-27 · Go (first AC) · Tags: —

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1728.

106259J

[The Power of the Sun](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · Go (first AC) · Tags: —

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1729.

106259I

[Peak Reduction](#) · [Tutorial](#)

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1730.

106259F

[Survival of the Fated](#) · [Tutorial](#)

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1731.

106259C

[Pattern Purifier](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · Go (first AC) · Tags: —

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1732.

106259D

[The AND, The OR, and The XOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-13 · Go (first AC) · Tags: —

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1733.

106239I

[Tutorial](#) — **0**

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1734.

106239G

[NTGwa-5](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1735.

106239N

[gYsNY\ S0cb](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1736.

106239E

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Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1737.

106239J

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Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1738.

106239H

[€yūGEZ](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1739.

106239K

[~Jkwa tvÖ](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1740.

106239C

[S:TONXl](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

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1741.

106239L

[I:ft0rial](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

1742.

106239M

[eINvialN°](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

1743.

106239A

[gJigYv„S:ô](#)

Rating: — · first AC: 2025-12-09 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

1744.

106250A

[67 · Tutorial](#)

Rating: — · first AC: 2025-12-08 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

1745.

105883D

[Why Does Every Baozii Cup Have a GCD Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-04 · Go (first AC) · Tags: —

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1746.

106132A

[Range Affine Update and Modulo Query](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-26 · C++20 (GCC 13-64) (first AC) · Tags: —

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1747.

106197C

[Divisor Lattice](#) · [Tutorial](#)

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1748.

106197G

[Subsequence MEX II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1749.

106197H

[World Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1750.

106197L

[Not a Magic Square](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

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1751.

106197I

[Grid Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1752.

106197D

[Thomas Trade](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

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1753.

106197K

[Chain of Suspicion](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1754.

106197N

[Solvable Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —

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1755.

106197O

[Stringmas](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · PyPy 3-64 (first AC) · Tags: —

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1756.

106197A

[Hinge Arch](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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1757.

106197B

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

Rating: — · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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1758.

106177G

[Binary Tree Traversal](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1759.

106177H

[Kaosar and Path](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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1760.

106177F

[Bamboozle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

1761.

106177E

[Max Subarray Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

1762.

106177D

[Daydream](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

1763.

106177C

[Rare Function](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —
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1764.

106177B

[Weird Function](#) · [Tutorial](#)

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1765.

106177A

[OR what?](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-09 · PyPy 3-64 (first AC) · Tags: —
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1766.

103118G

[Grade Point Average](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · PyPy 3-64 (first AC) · Tags: —
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1767.

103118C

[Cat Virus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-02 · C++20 (GCC 13-64) (first AC) · Tags: —
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1768.

105307D

[Animal Circus](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
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1769.

103428I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1770.

101161D

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Rating: — · first AC: 2025-10-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
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1771.

101161E

[ACM Tax](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · C++20 (GCC 13-64) (first AC) · Tags: —
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1772.

101161C

[Big Bang](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

1773.

101161G

[Binary Strings](#) · [Tutorial](#)

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1774.

101161B

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1775.

101161H

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1776.

101161F

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1777.

101161I

[Sky Tax](#) · [Tutorial](#)

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1778.

101161L

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1779.

106084K

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Rating: — · first AC: 2025-10-29 · last AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1780.

106084I

[Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1781.

106084J

[Gas Station](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1782.

106084A

[Take It or Double It](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1783.

106084B

[Twin Guardians](#) · [Tutorial](#)

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1784.

106084C

[One-Way Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-29 · C++20 (GCC 13-64) (first AC) · Tags: —

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1785.

106084D

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1786.

106084E

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1787.

102091A

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1788.

102091H

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1789.

102091J

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1790.

102091E

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1791.

102091K

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1792.

102091L

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1793.

102091F

[Lucky Pascal Triangle](#) · [Tutorial](#)

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1794.

102091G

[Communication](#) · [Tutorial](#)

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1795.

102091C

[Evolution Game](#) · [Tutorial](#)

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1796.

102091D

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1797.

104849B

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1798.

103428C

[Assign or Multiply](#) · [Tutorial](#)

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1799.

103428E

[CHASE!](#) · [Tutorial](#)

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1800.

103428M

[810975](#) · [Tutorial](#)

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103428H

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103428F

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Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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103428J

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103428G

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103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —

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103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

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106118I

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106118K

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106118J

[Jinglebell](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii__'s solution](#)**1810.**

106118H

[Horse Racing](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —

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1811.

106118B

[Balloon Trip](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-19 · C++20 (GCC 13-64) (first AC) · Tags: —
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1812.

106118C

[CK Chang's Shopping Spree](#) · [Tutorial](#)

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1813.

106118A

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1814.

104160H

[P-P-Palindrome](#) · [Tutorial](#)

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1815.

106114E

[Ecosystem](#) · [Tutorial](#)

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1816.

106114F

[SYSU II](#) · [Tutorial](#)

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1817.

106114A

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1818.

103470E

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1819.

103470M

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1820.

103470J

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103470H

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1822.

103470I

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1823.

103470D

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103470C

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1825.

103470A

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

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1826.

104857C

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1827.

104077L

[Tree](#) · [Tutorial](#)

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1828.

104077J

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1829.

104077G

[Perfect Word](#) · [Tutorial](#)

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1830.

104077F

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1831.

104077E

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1832.

104077D

[Contests](#) · [Tutorial](#)

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1833.

104077C

[Clone Ranran](#) · [Tutorial](#)

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1834.

104077B

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1835.

104077A

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1836.

104901E

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1837.

104901G

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1838.

104901M

[Almost Convex](#) · [Tutorial](#)

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1839.

104901K

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1840.

104901I

[Strange Sorting](#) · [Tutorial](#)

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1841.

104901D

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1842.

104901B

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1843.

104901A

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1844.

106068J

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1845.

106068G

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1846.

106068H

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1847.

106068I

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1848.

106068K

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1849.

106068L

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1850.

106068C

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1851.

106068B

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1852.

106068A

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1853.

106068F

[Good Luck Syria](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-10 · PHP (first AC) · Tags: —
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1854.

104857J

[Takeout Delivering](#) · [Tutorial](#)

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1855.

104857B

[Queue Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: —
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1856.

104857D

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1857.

105358K

[Match](#) · [Tutorial](#)

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1858.

105358C

[Prefix of Suffixes](#) · [Tutorial](#)

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1859.

105358E

[Escape](#) · [Tutorial](#)

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1860.

105358G

[Game](#) · [Tutorial](#)

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1861.

105358I

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1862.

105358J

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1863.

105358L

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1864.

105358F

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1865.

105358A

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1866.

104832G

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1867.

104832H

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1868.

104832J

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1869.

104832E

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1870.

104832K

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1871.

104832D

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1873.

104832F

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1874.

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1875.

106063J

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1876.

106063K

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1877.

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1878.

106063A

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1879.

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1880.

106059D

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1881.

106059M

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1882.

106059H

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1883.

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1884.

106059J

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1885.

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1886.

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1887.

106059L

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1888.

106047H

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1889.

105633D

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1890.

105633F

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1891.

105633E

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1892.

105633C

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1895.

105633B

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1897.

104128E

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1898.

106032M

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1899.

106032C

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1900.

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1901.

106032K

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1902.

106032F

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1903.

106032A

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106014F

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1905.

106014E

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1906.

106014D

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1907.

106014C2

[Colorful Subarrays \(Hard Version\)](#) · [Tutorial](#)

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1908.

106014C1

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

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1909.

106014B

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1910.

106014A

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1911.

102992J

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1912.

105992F

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1913.

105992C

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1914.

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1915.

105992A

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1916.

105992G

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1917.

105992J

[Tutorial](#)

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1918.

105992M

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1919.

105992E

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1921.

105992H

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1922.

105992D

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1923.

105981B

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1924.

105981A

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1925.

105981I

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1926.

105981E

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1927.

105981H

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1928.

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1929.

105981J

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1930.

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1931.

105981D

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1932.

105981C

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1933.

105977F

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1934.

105977L

[O Teprial](#)

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1935.

105977C

[N-OMep](#)

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1936.

105977E

[Sārtmōb](#)

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1937.

105977H

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1938.

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1939.

105977J

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1940.

105977K

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1941.

105977M

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1942.

104053M

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1943.

103860A

[Mash](#) · [Tutorial](#)

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1944.

105924K

[Cain8b](#)

Rating: — · first AC: 2025-06-14 · C++20 (GCC 13-64) (first AC) · Tags: —
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1945.

105924F

[AfuqSi-!a](#)

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1946.

105924I

[sVý--TuBqV](#)

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1947.

105924G

[Rtutoria](#)

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1948.

105924A

[GD~EgqMO\[žšOE\[α](#)

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1949.

105945A

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1950.

105945K

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1951.

105930J

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1952.

105930C

[Bracket Integer](#) · [Tutorial](#)

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1953.

105930G

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1954.

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1955.

105930E

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1956.

105930D

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1957.

105930H

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1958.

105930L

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1959.

105948F

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1960.

105948H

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1961.

105948D

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1962.

105948B

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1963.

105948J

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1964.

105948E

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1965.

105948C

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105948A

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105949C

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105949F

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105949K

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Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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105949A

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Rating: — · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)**1971.**

105941C

[Toxel Nt Simp't](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)**1972.**

105941B

[Tutorial](#)

Rating: — · first AC: 2025-06-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)**1973.**

105928C

[Knight](#) · [Tutorial](#)

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[_baozii_'s solution](#)**1974.**

105928M

[Bridge IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)**1975.**

105928H

[An AtCoder-style Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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1976.

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1977.

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1978.

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1979.

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1980.

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1981.

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1982.

105909G

[Tutorial](#)

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1983.

105909E

[Tutorial](#)

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1984.

105909I

[Tutorial](#)

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1985.

105909M

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1986.

105909K

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1987.

105909F

[Not My, u T\)h](#)

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1988.

105909H

[What is all you need? · Tutorial](#)

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1989.

105909D

[Nizwrial](#)

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1990.

105922I

[Black and White Coloring · Tutorial](#)

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1991.

105922A

[Genius Cirno's Genius Computer · Tutorial](#)

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[__baozii_'s solution](#)

1992.

105922H

[Another Palindromes Problem · Tutorial](#)

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1993.

105922L

[Good Matrix · Tutorial](#)

Rating: — · first AC: 2025-05-24 · C++20 (GCC 13-64) (first AC) · Tags: —

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1994.

105922C

[SSPPSPSP · Tutorial](#)

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1995.

105922D

[Coprime · Tutorial](#)

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1996.

105922G

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1997.

105922F

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1998.

105922J

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1999.

105891F

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2000.

105891D

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2001.

105891E

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2002.

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2003.

105891A

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2004.

105891J

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2005.

105891C

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Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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2006.

105891G

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2007.

105891L

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Rating: — · first AC: 2025-05-23 · C++20 (GCC 13-64) (first AC) · Tags: —
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2008.

104976H

[Sugar Sweet II](#) · [Tutorial](#)

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2009.

104976J

[Mysterious Tree](#) · [Tutorial](#)

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2010.

104976M

[V-Diagram](#) · [Tutorial](#)

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2011.

105646D

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2012.

105910J

[Tutorial](#)

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2013.

105910A

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2014.

105910H

[g Y N % 0 b](#)

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2015.

105895M

[s + Z e e r](#)

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2016.

105895J

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2017.

105895C

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

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2018.

105895E

[SAQmLcx](#)

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2019.

105895A

[Tutorial](#)

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2020.

105902B

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2021.

105902J

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2022.

105902E

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2023.

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2024.

105902G

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2025.

105902D

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2026.

105902M

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2027.

105902K1

[MST\(a.k.a. Most Shortened Terms\)](#) · [Tutorial](#)

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2028.

105902F

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105902C

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2030.

105902A

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2031.

105900J

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2032.

105900L

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2033.

105900N

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2034.

105900M

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105900I

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2036.

105900D

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2037.

105900E

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2038.

105900K

[Koga needs you](#) · [Tutorial](#)

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2039.

105900B

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2040.

105900A

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2041.

105887G

[LCA \& MST](#) · [Tutorial](#)

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2042.

105887D

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2043.

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2044.

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2045.

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2046.

105887H

[Tutorial](#)

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2047.

105887L

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2048.

105887F

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2050.

105851E

[Tutorial](#)

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105851G

[Tutorial](#)

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2052.

105851C

[Tutorial](#)

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2053.

105851A

[R - don't!](#)

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2054.

105846D

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2056.

105846B

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2057.

105846A

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2058.

104118L

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104118I

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2060.

104118F

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2061.

104118C

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2062.

104118G

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2063.

104118K

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2065.

104369K

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104369I

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2067.

104369D

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2068.

104369C

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2069.

104369A

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2070.

105813B

[Stone Jump](#) · [Tutorial](#)

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2071.

105813G

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2072.

105813A

[Thomas](#) · [Tutorial](#)

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2073.

105053C

[Clever Cell Choices](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2074.

105053J

[Joys of Trading](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[__baozii_'s solution](#)

2075.

105053G

[Greek Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2076.

105053F

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

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2077.

105053K

[KMOP](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[__baozii_'s solution](#)

2078.

105053E

[Expanding STACKS!](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2079.

105053D

[DiviDuelo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2080.

105053L

[LED Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[__baozii_'s solution](#)

2081.

104772G

[Game of Nim](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2082.

104772K

[Kitchen Timer](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2083.

104772M

[Missing Vowels](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2084.

104772D

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

Rating: — · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2085.

104772A

[Axis-Aligned Area](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2086.

2087C

[Coin Game](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special, greedy

[__baozii__'s solution](#)

2087.

2087B

[Showmatch](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[__baozii__'s solution](#)

2088.

2087A

[Password Generator](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: — · first AC: 2025-04-07 · Kotlin 1.9 (first AC) · Tags: *special

[__baozii__'s solution](#)

2089.

105811J

[Security Breach](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2090.

105811I

[Game, Set, Match](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2091.

105811H

[Lineism](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2092.

105811K

[Philadelphia Museum of Art](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2093.

105811L

[Trapped in the Big Apple](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2094.

105811M

[Tea Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2095.

105811D

[City Renewal](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2096.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · Go (first AC) · Tags: —

[__baozii__'s solution](#)

2097.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii__'s solution](#)

2098.

2095F

[IS Cæb 0B \\$a bICVÐ](#)

Quality: 837 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, math

[__baozii__'s solution](#)

2099.

2095H

[Blurry Vision](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: — · first AC: 2025-04-02 · PyPy 3-64 (first AC) · Tags: *special, fft, math

[__baozii__'s solution](#)

2100.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PHP (first AC) · Tags: *special, binary search, brute force

[__baozii__'s solution](#)

2101.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, number theory

[__baozii__'s solution](#)

2102.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive

[__baozii__'s solution](#)

2103.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[__baozii__'s solution](#)

2104.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[__baozii__'s solution](#)

2105.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, geometry

[__baozii__'s solution](#)

2106.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · last AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures

[__baozii__'s solution](#)

2107.

2088B

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

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, combinatorics, constructive algorithms, strings

[__baozii__'s solution](#)

2108.

2088A

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-31 · Kotlin 1.9 (first AC) · Tags: *special, math
[__baozii_'s solution](#)

2109.

105805E1

[Mexness \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2110.

105805D

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

Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2111.

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2112.

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2113.

105805A

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

Rating: — · first AC: 2025-03-30 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2114.

105170I

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

Rating: — · first AC: 2025-03-26 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2115.

105789H

[Horrible Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2116.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2117.

105789F

[Festival Signs](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2118.

105789I

[Infinite Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2119.

105789B

[Brazilian FootXOR](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2120.

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2121.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2122.

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2123.

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2124.

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2125.

105786B

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

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2126.

105786D

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

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2127.

105786C

[Combination Lock](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2128.

105786A

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

Rating: — · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2129.

105761J

[Ultimate Commitment Forever](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2130.

105761F

[Food Poisoning](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · last AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2131.

105761K

[Really Nerdy Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2132.

105761I

[K-gap Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2133.

105761H

[Discord Daisy Chain](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2134.

105761G

[Toboggan Ride](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2135.

105761E

[Tutorial Groupings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2136.

105761D

[Caterpillar Walk](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2137.

105761C

[Soccer Standing Table](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2138.

105761B

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

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2139.

105761A

[Odd/Even Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2140.

105481K

[Sit+Eat](#)

Rating: — · first AC: 2025-03-12 · last AC: 2025-03-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2141.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2142.

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2143.

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2144.

105757J

[Alice and Bob](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2145.

105757F

[Permaban](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2146.

105757E

[Easiest Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2147.

105745A

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

Rating: — · first AC: 2025-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2148.

105741D

[The Gingerbread Man and Traffic](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2149.

105741C

[Porridge Chef](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2150.

105728E

[The Deadly Escape](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2151.

105728N

[The Trap of Four Corners](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · last AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2152.

105728A

[Squid Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)

2153.

105728M

[The Maximum MEX Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)

2154.

105728F

[The Glass Bridge Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)

2155.

105728D

[The Marble Duel](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)

2156.

105728H

[The Revolving Death Clock](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2157.

105728L

[Player 001](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)

2158.

105728G

[The Totient Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2159.

105728J

[The Guards' Challenge - Easy Version](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)

2160.

105728I

[The Binary Escape Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[_baozii_'s solution](#)

2161.

105728C

[Dalgona Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2162.

105728P

[The Masked Guards' Line-Up](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[_baozii_'s solution](#)

2163.

105723D

[Strong Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2164.

105723A

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2165.

105723F

[Rotating Painter](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2166.

105723H

[Flip to Zero](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2167.

105723G

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2168.

105723B

[The Absolute MEX Challenge](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2169.

105723K

[Primal Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2170.

105723C

[Palindromic Palindrome Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2171.

105723E

[Aloy and the Forbidden Code](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2172.

105723I

[The Art of Rearrangement](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2173.

105677B

[Divine Gifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2174.

105677I

[Divination](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2175.

105677G

[Guess How the Ballet Will End](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2176.

105677D

[Temple Architecture](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2177.

105677H

[The king of SWERC](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2178.

105677M

[Ook? Ook!](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2179.

105698K

[Kaz's Party](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-17 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2180.

105104C

[Calculation of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2181.

105104K

[Kitchen](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2182.

105104A

[Average of Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2183.

105699M

[Meta](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2184.

105699I

[Interactive Casino](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2185.

105699E

[Equal Strings](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-12 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2186.

104782H

[AI Thoughts](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2187.

105461F

[Autobahn Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-10 · GNU C11 (first AC) · Tags: —

[__baozii_'s solution](#)

2188.

105690D

[Lion Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2189.

105690C

[Dragon Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2190.

105673B

[Step Gambling](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2191.

105673C

[Biggest Field \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2192.

105673D

[Fat Burner](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2193.

105673A

[Biggest Field](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2194.

105672E

[Classical Interactive Training](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2195.

105672F

[Good Subarrays](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2196.

105672C2

[Cool Construction \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2197.

105672D2

[Minimum with Left Shift \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2198.

105672D1

[Minimum with Left Shift \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2199.

105672C1

[Cool Construction \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2200.

105672B

[Dumb OwlBear](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2201.

105672A

[Minecraft Dragon](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-23 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2202.

105669F

[Secret Santa](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2203.

105669I

[Partition](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2204.

105669B

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

Rating: — · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2205.

104095F

[eAmB@UWO](#)

Rating: — · first AC: 2025-01-14 · last AC: 2025-01-20 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2206.

105668D

[Scoreboard Screenshots](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2207.

105668B

[M\(IT\)+](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2208.

105668A

[MIT Time](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2209.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-16 · last AC: 2025-01-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2210.

104095L

[YusVal](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2211.

104095J

[NOUR6N 0 ^se1TCE](#)

Rating: — · first AC: 2025-01-14 · Go (first AC) · Tags: —

[baozii](#)'s solution

2212.

104095I

[YusVal](#)

Rating: — · first AC: 2025-01-14 · Go (first AC) · Tags: —

[baozii](#)'s solution

2213.

104095C

[b Tutorial](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2214.

104095B

[Tubie](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2215.

104095K

[PN2](#)

Rating: — · first AC: 2025-01-14 · Go (first AC) · Tags: —

[baozii](#)'s solution

2216.

104095E

[Sñwa](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2217.

104095A

[siYQz](#)

Rating: — · first AC: 2025-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii](#)'s solution

2218.

103486B

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

Rating: — · first AC: 2025-01-08 · Go (first AC) · Tags: —
[baozii](#)'s solution

2219.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · Go (first AC) · Tags: —
[baozii](#)'s solution

2220.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · Go (first AC) · Tags: —
[baozii](#)'s solution

2221.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · Go (first AC) · Tags: —
[baozii](#)'s solution

2222.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-08 · Go (first AC) · Tags: —
[baozii](#)'s solution

2223.

103941H

[eFutur](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[baozii](#)'s solution

2224.

103941K

[YTQyep](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[baozii](#)'s solution

2225.

103941J

[Mex Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[baozii](#)'s solution

2226.

103941G

[Mocha N Ysif](#)

Rating: — · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: —
[baozii](#)'s solution

2227.

103941F

[-AETONKTC](#)

Rating: — · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: —
[baozii](#)'s solution

2228.

103941E

[Serval v. Oosa](#)

Rating: — · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: —
[baozii](#)'s solution

2229.

103941A

[Mocha Nuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2230.

105168H

[Seeking Allies](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2231.

105168I

[Aeroplane Chess](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2232.

105168G

[Color Contagion](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2233.

105168C

[Chain Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2234.

105168J

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

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2235.

105168F

[Double Holding](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2236.

105168D

[XOR Pairing](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2237.

105168L

[Terabyte Connection](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2238.

105168A

[Crazy Yesterday](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2239.

104363G

[Gravity](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2240.

104363I

[Club](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2241.

104363E

[Ethernet](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2242.

104363F

[Folder](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2243.

104363A

[Magic Computer](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2244.

104081L

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2245.

104081G

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2246.

104081H

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2247.

104081E

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2248.

104081I

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2249.

104081C

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2250.

104081A

[Tutorial](#)

Rating: — · first AC: 2024-12-30 · Go (first AC) · Tags: —

[baozii's solution](#)

2251.

105638D

[Piza Removes the Letters](#) · Tutorial

Rating: — · first AC: 2024-12-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2252.

105638M

[Kyooma Loves Numbers !a](#)Tutorial

Rating: — · first AC: 2024-12-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2253.

105638I

[Hile and Array](#) · Tutorial

Rating: — · first AC: 2024-12-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2254.

105638B

[Hile and Fx](#) · Tutorial

Rating: — · first AC: 2024-12-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2255.

105638A

[Reborn and HearthStone](#) · Tutorial

Rating: — · first AC: 2024-12-29 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2256.

105638H

[Kyooma Loves Tree](#) · Tutorial

Rating: — · first AC: 2024-12-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2257.

105627B

[Hezardastan's Annual Report](#) · Tutorial

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[_baozii_'s solution](#)

2258.

105627A

[Micromasters](#) · Tutorial

Rating: — · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[_baozii_'s solution](#)

2259.

105584C

[Honeycomb Distance](#) · Tutorial

Rating: — · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2260.

105584B

[Overtaking](#) · Tutorial

Rating: — · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2261.

105584A

[Snacks within 300 Yen](#) · Tutorial

Rating: — · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2262.

105631D

[Depths of Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · Go (first AC) · Tags: —

[baozii's solution](#)

2263.

105631F

[Finding Maxi-strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2264.

105631L

[LCM and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · Go (first AC) · Tags: —

[baozii's solution](#)

2265.

105631K

[King of Card Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · Go (first AC) · Tags: —

[baozii's solution](#)

2266.

105631C

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

Rating: — · first AC: 2024-12-23 · Go (first AC) · Tags: —

[baozii's solution](#)

2267.

105631E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-23 · PyPy 3-64 (first AC) · Tags: —

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2268.

105631A

[Anniversary Celebration](#) · [Tutorial](#)

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2269.

105629H

[%k%w](#)

Rating: — · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii's solution](#)

2270.

105629B

[Vũ Niê](#)

Rating: — · first AC: 2024-12-21 · Go (first AC) · Tags: —

[baozii's solution](#)

2271.

105629G

[Vũ Niê](#)

Rating: — · first AC: 2024-12-21 · Go (first AC) · Tags: —

[baozii's solution](#)

2272.

105629F

[Vũ Niê](#)

Rating: — · first AC: 2024-12-21 · Go (first AC) · Tags: —

[baozii's solution](#)

2273.

105629E

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Rating: — · first AC: 2024-12-21 · Go (first AC) · Tags: —

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2274.

105629D

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2275.

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2276.

105629A

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[__baozii_'s solution](#)

2277.

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Rating: — · first AC: 2024-12-21 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2278.

105615I

[fv0SSal](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

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2279.

105615H

[Good Digits · Tutorial](#)

Rating: — · first AC: 2024-12-12 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2280.

105615F

[j!VUoER+](#)

Rating: — · first AC: 2024-12-12 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2281.

105615G

[N\\$Sãr—b](#)

Rating: — · first AC: 2024-12-12 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2282.

105615B

[N\\$ãr—b](#)

Rating: — · first AC: 2024-12-12 · last AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2283.

105615C

[I Am the Captain of USTA · Tutorial](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2284.

105615E

[n8bš0bK](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2285.

105615D

[•ÜNtr0pE\\$Uy QHPZ•ÜN*ÿ](#)

Rating: — · first AC: 2024-12-12 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2286.

105615A

[BCPC 2024 · Tutorial](#)

Rating: — · first AC: 2024-12-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii 's solution](#)

2287.

105613B

[Number of Words · Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii 's solution](#)

2288.

105613A

[Rectangle and Squares · Tutorial](#)

Rating: — · first AC: 2024-12-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[baozii 's solution](#)

2289.

105588G

[GCD · Tutorial](#)

Rating: — · first AC: 2024-12-10 · Go (first AC) · Tags: —

[baozii 's solution](#)

2290.

105588H

[Horizon Scanning · Tutorial](#)

Rating: — · first AC: 2024-12-10 · Go (first AC) · Tags: —

[baozii 's solution](#)

2291.

105588M

[Matrix Construction · Tutorial](#)

Rating: — · first AC: 2024-12-10 · Go (first AC) · Tags: —

[baozii 's solution](#)

2292.

105588J

[Just another Sorting Problem · Tutorial](#)

Rating: — · first AC: 2024-12-10 · Go (first AC) · Tags: —

[baozii 's solution](#)

2293.

104725E

[I8N1PW](#)

Rating: — · first AC: 2024-12-09 · Go (first AC) · Tags: —

[baozii 's solution](#)

2294.

104725F

[g T0N SG\[P^•R](#)

Rating: — · first AC: 2024-12-09 · Go (first AC) · Tags: —

[baozii 's solution](#)

2295.

104725L

[QTb08b](#)

Rating: — · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2296.

104725A

[u%40zjaeQ•N](#)

Rating: — · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2297.

104725K

[RSP](#) · Tutorial

Rating: — · first AC: 2024-12-09 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2298.

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2299.

105586J

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[__baozii_'s solution](#)

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[SiNPUal-êx§](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

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105586K

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2302.

105586M

[GLLF x ŭ\(torial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2303.

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
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2304.

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2306.

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2307.

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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
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Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2309.

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2310.

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2311.

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2312.

105556D

[-2Tutorial](#)

Rating: — · first AC: 2024-12-01 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2313.

105556A

[~2Tutorial](#)

Rating: — · first AC: 2024-12-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2314.

105575K

[—Rt%MN O h!R0Q\)€3Z](#)

Rating: — · first AC: 2024-11-30 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2315.

105575J

[b UoēāVPe†N2](#)

Rating: — · first AC: 2024-11-30 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2316.

105575F

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Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[_baozii_'s solution](#)

2317.

105575D

[Permutation with MAX Score](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2318.

105575I

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2319.

105575E

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2320.

105575C

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2321.

105575B

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2322.

105575A

[A Typical Codeforces Round](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2323.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2324.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2325.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2326.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2327.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2328.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2329.

102431A

[Kick Start](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2330.

105069G

[-dion\\$öj!](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2331.

105069C

[There are many books and books](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2332.

105069D

[We need more and more OR numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-28 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2333.

104651A

[Almost Prefix Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2334.

104651E

[Robot Experiment](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2335.

103466C

[Digital Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2336.

103466A

[A Hard Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-27 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2337.

104925E

[Freshman's Dream](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2338.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2339.

104270M

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

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2340.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2341.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2342.

103729B

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

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2343.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-26 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2344.

104745J

[Force Perturbation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · last AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2345.

104745K

[Óscar and his battle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[__baozii_'s solution](#)

2346.

104745G

[XOR + Constructive = Love](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2347.

104745C

[Maximum profit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2348.

104745B

[Operation](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2349.

104745A

[Saving the cinema](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2350.

1812A

[Are You a Robot? · Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2024-11-22 · PyPy 3-64 (first AC) · Tags: *special, expression parsing, strings
[__baozii_'s solution](#)

2351.

1812J

[Unmysterious Language · Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2024-11-22 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[__baozii_'s solution](#)

2352.

105540A

[The Fool · Tutorial](#)

Rating: — · first AC: 2024-11-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2353.

105544D

[Quarantine Policy · Tutorial](#)

Rating: — · first AC: 2024-11-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2354.

105544B

[Recurring Decimal to Fractions · Tutorial](#)

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2355.

105544F

[Baker's Dilemma · Tutorial](#)

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2356.

105544H

[Bank Deposit Challenge · Tutorial](#)

Rating: — · first AC: 2024-11-19 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2357.

105544M

[Task scheduler · Tutorial](#)

Rating: — · first AC: 2024-11-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2358.

105544A

[Counterfeit Money · Tutorial](#)

Rating: — · first AC: 2024-11-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2359.

104377J

[BLGQIQQaj](#)

Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2360.

104377E

[OlaVnqUYP](#)

Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2361.

104377C

[NOteep~ÄSØcb](#)

Rating: — · first AC: 2024-11-18 · GNU C11 (first AC) · Tags: —

[__baozii_'s solution](#)

2362.

104377H

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Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2363.

104377M

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Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2364.

104377I

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Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2365.

104377B

[g Y/N:~P<](#)

Rating: — · first AC: 2024-11-18 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2366.

105530A

[GCD Sort · Tutorial](#)

Rating: — · first AC: 2024-11-17 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2367.

105530I

[Delete the String · Tutorial](#)

Rating: — · first AC: 2024-11-17 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2368.

105530H

[Break the Walls · Tutorial](#)

Rating: — · first AC: 2024-11-17 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2369.

105530B

[Modular MEX · Tutorial](#)

Rating: — · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2370.

105530E

[Nice \(Medium Version\) · Tutorial](#)

Rating: — · first AC: 2024-11-17 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2371.

105530D

[Nice \(Easy Version\) · Tutorial](#)

Rating: — · first AC: 2024-11-17 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2372.

104833E

[b % 7 8 1 a N*](#)

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2373.

104833A

[Locked Calculator](#) · Tutorial

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2374.

104833L

[Q @ z s i l N K k {](#)

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2375.

104833H

[Sterling](#) · Tutorial

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2376.

104833F

[. R - Ä y Easy Version](#)

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2377.

104833B

[0 J 0 0 0 F \[f](#)

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2378.

104833N

[h B g e r i l Q k N ö](#)

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2379.

104833D

[LR SORT](#) · Tutorial

Rating: — · first AC: 2024-11-16 · Go (first AC) · Tags: —

[baozii 's solution](#)

2380.

103446E

[Strange Integers](#) · Tutorial

Rating: — · first AC: 2024-11-14 · Go (first AC) · Tags: —

[baozii 's solution](#)

2381.

105267E

[Rolling for the Destination](#) · Tutorial

Rating: — · first AC: 2024-11-13 · Go (first AC) · Tags: —

[baozii 's solution](#)

2382.

104566A

[Live Love](#) · Tutorial

Rating: — · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2383.

104566K

[XOR Clique](#) · Tutorial

Rating: — · first AC: 2024-11-12 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2384.

105505K

[Kool Strings](#) · Tutorial

Rating: — · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2385.

105505J

[Jigsaw of Shadows](#) · Tutorial

Rating: — · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2386.

105505A

[Append and Panic!](#) · Tutorial

Rating: — · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2387.

105484B

[Birthday Gift](#) · Tutorial

Rating: — · first AC: 2024-11-11 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2388.

105484J

[Social Media](#) · Tutorial

Rating: — · first AC: 2024-11-11 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2389.

105484E

[Left Shifting 3](#) · Tutorial

Rating: — · first AC: 2024-11-11 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2390.

105498E

[Cyclic Inversion](#) · Tutorial

Rating: — · first AC: 2024-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[__baozii_'s solution](#)

2391.

105498D

[Maximum AND](#) · Tutorial

Rating: — · first AC: 2024-11-10 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2392.

105498B

[The Fortune Dice](#) · Tutorial

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2393.

105501B

[Black and White](#) · Tutorial

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2394.

105501A

[Gyro Spyro](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-10 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2395.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-08 · Go (first AC) · Tags: —

[__baozii__'s solution](#)

2396.

104542A

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

Rating: — · first AC: 2024-11-08 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2397.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Go (first AC) · Tags: —

[__baozii__'s solution](#)

2398.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · Go (first AC) · Tags: —

[__baozii__'s solution](#)

2399.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2400.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2401.

105491A

[Niimm](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2402.

105491E

[Any Tree ?](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2403.

105491D

[Perfect Prefix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2404.

105491C

[Pair of GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[__baozii__'s solution](#)

2405.

105491B

[K Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2406.

104304A

[dvořák](#)

Rating: — · first AC: 2024-11-07 · Go (first AC) · Tags: —

[baozii](#)'s solution

2407.

105493A

[New Functionality](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2408.

105494F

[Traffic Lights](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2409.

105494E

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2410.

105494G

[Need More Gold](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2411.

105494H

[Hierarchy](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2412.

105494I

[Study Day](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2413.

105494D

[Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2414.

105494C

[Linear Maze](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2415.

105494B

[Ant Hill](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[baozii](#)'s solution

2416.

105494A

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

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2417.

105487E

[Centroid Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2418.

105487F

[Perfect Square](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2419.

105487I

[String Duplication](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2420.

105487G

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

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2421.

105487L

[Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2422.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2423.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2424.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2425.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2426.

105485N

[ONCE7 \(Final\)](#)

Rating: — · first AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2427.

105485D

[ONCE7\(easy\)a](#)

Rating: — · first AC: 2024-11-05 · last AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2428.

105485J

[f.zyRm](#)

Rating: — · first AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2429.

105485B

[P.TuPn](#)

Rating: — · first AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2430.

105485M

[s.tutorial](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2431.

105485K

[Q.tutorial](#)

Rating: — · first AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2432.

105485F

[s+s.tutorial](#)

Rating: — · first AC: 2024-11-05 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2433.

105485E

[OS.py](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2434.

105485G

[Ye.DC](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2435.

105485H

[e.tutorial](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2436.

105485L

[ep.Ancb](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2437.

105485C

[e.tutorial](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2438.

105485A

[Tutorial](#)

Rating: — · first AC: 2024-11-05 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2439.

105481D

[Tutorial](#)

Rating: — · first AC: 2024-11-03 · Go (first AC) · Tags: —

[_baozii_'s solution](#)

2440.

105481C

[C++23](#)

Rating: — · first AC: 2024-11-03 · Go (first AC) · Tags: —

[_baozii_'s solution](#)

2441.

105481L

[C++23](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)

2442.

105481E

[AutoC++](#)

Rating: — · first AC: 2024-11-03 · Go (first AC) · Tags: —

[_baozii_'s solution](#)

2443.

105481A

[C++23](#)

Rating: — · first AC: 2024-11-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)

2444.

105481G

[Tutorial](#)

Rating: — · first AC: 2024-11-03 · Go (first AC) · Tags: —

[_baozii_'s solution](#)

2445.

105481J

[Tutorial](#)

Rating: — · first AC: 2024-11-03 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2446.

105481B

[Tutorial](#)

Rating: — · first AC: 2024-11-03 · PyPy 3-64 (first AC) · Tags: —

[_baozii_'s solution](#)

2447.

104633E

[Landscape Generator](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[_baozii_'s solution](#)

2448.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · Go (first AC) · Tags: —

[_baozii_'s solution](#)

2449.

105459G

[Welcome to Join the Online Meeting!](#) · Tutorial

Rating: — · first AC: 2024-11-01 · Go (first AC) · Tags: —

[baozii 's solution](#)

2450.

105459M

[Weird Ceiling](#) · Tutorial

Rating: — · first AC: 2024-11-01 · Go (first AC) · Tags: —

[baozii 's solution](#)

2451.

105459C

[Giving Directions in Harbin](#) · Tutorial

Rating: — · first AC: 2024-11-01 · Go (first AC) · Tags: —

[baozii 's solution](#)

2452.

105450H

[Warhead Games](#) · Tutorial

Rating: — · first AC: 2024-10-26 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2453.

105434H

[r6\[Ph@\]](#)

Rating: — · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2454.

105437H

[Maximum Beauty](#) · Tutorial

Rating: — · first AC: 2024-10-21 · Go (first AC) · Tags: —

[baozii 's solution](#)

2455.

105434K

[agKc N Yte @\)W\(Ž«T](#)

Rating: — · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2456.

105434D

[€jyhNaf](#)

Rating: — · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2457.

105434I

[n\[&e\]a](#)

Rating: — · first AC: 2024-10-21 · Go (first AC) · Tags: —

[baozii 's solution](#)

2458.

105434B

[Qh\[st@\]](#)

Rating: — · first AC: 2024-10-21 · Go (first AC) · Tags: —

[baozii 's solution](#)

2459.

105434A

[O`Yÿ HWCWHeria](#)

Rating: — · first AC: 2024-10-21 · PyPy 3-64 (first AC) · Tags: —

[baozii 's solution](#)

2460.

105435A

[The world of JS \(Jagjeet & Sagar\) · Tutorial](#)

Rating: — · first AC: 2024-10-20 · last AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2461.

105435E

[Anime Marathon: Vivek vs. Sagar · Tutorial](#)

Rating: — · first AC: 2024-10-20 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2462.

105435F2

[Dhrumil and Abhishek Game 2 · Tutorial](#)

Rating: — · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2463.

105435F1

[Dhrumil and Abhishek Game 1 · Tutorial](#)

Rating: — · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2464.

105435D

[Hard Work · Tutorial](#)

Rating: — · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2465.

105435B

[Divisor Query · Tutorial](#)

Rating: — · first AC: 2024-10-20 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2466.

105245A

[King Supremacy · Tutorial](#)

Rating: — · first AC: 2024-10-16 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2467.

105423J

[Beautiful Sequence · Tutorial](#)

Rating: — · first AC: 2024-10-14 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2468.

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-10-14 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2469.

105418A

[Phoenix Against the Monsters · Tutorial](#)

Rating: — · first AC: 2024-10-14 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2470.

105423H

[~!Rtorial](#)

Rating: — · first AC: 2024-10-13 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2471.

105423E

[bitching](#)

Rating: — · first AC: 2024-10-13 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2472.

105423C

[easy math](#) · Tutorial

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2473.

105423I

[epiphany](#) | $\hat{u}-\beta$

Rating: — · first AC: 2024-10-13 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2474.

105418C

[Reduce or Divide](#) · Tutorial

Rating: — · first AC: 2024-10-13 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2475.

105418F

[Oddly Even Challenge](#) · Tutorial

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2476.

105418H

[AI Takeover](#) · Tutorial

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2477.

105418E

[Magical Coins](#) · Tutorial

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2478.

105418G

[Odd Non Primes](#) · Tutorial

Rating: — · first AC: 2024-10-13 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2479.

105418D

[Harsh and profits](#) · Tutorial

Rating: — · first AC: 2024-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2480.

105408E

[Expected Closest Friend](#) · Tutorial

Rating: — · first AC: 2024-10-10 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2481.

105408H

[Hidden Treasure of Arrayland](#) · Tutorial

Rating: — · first AC: 2024-10-10 · last AC: 2024-10-10 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2482.

105408G

[GCDland Mystical Arrays](#) · Tutorial

Rating: — · first AC: 2024-10-10 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2483.

105408F

[Fair Toy Missing](#) · Tutorial

Rating: — · first AC: 2024-10-10 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2484.

105403C

[Painting Stones](#) · Tutorial

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2485.

105403B

[Programming Contest](#) · Tutorial

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2486.

105403A

[Pieces](#) · Tutorial

Rating: — · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2487.

105400H

[Pirate's Booty](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2488.

105400E

[Is this Segment Tree Beats?](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2489.

105400D

[Cool Sort](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2490.

105400C

[Mex Rectangle](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2491.

105400B

[Spilled Milk II](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2492.

105400A

[Spilled Milk I](#) · Tutorial

Rating: — · first AC: 2024-10-05 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2493.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · last AC: 2024-10-04 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2494.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2495.

105385J

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

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2496.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2497.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C# 10 (first AC) · Tags: —

[__baozii_'s solution](#)

2498.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2499.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2500.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[__baozii_'s solution](#)

2501.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2502.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,332 global accepts · Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[__baozii_'s solution](#)

2503.

1952A

[Are You a Robot, Again?](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: — · first AC: 2024-10-02 · PyPy 3-64 (first AC) · Tags: *special, strings

[__baozii_'s solution](#)

2504.

105390D

[String From Another World](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2505.

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2506.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2507.

105390B

[Simple Update - II](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2508.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2509.

104743E

[Range Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2510.

104743D1

[Prefix XOR Problem\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2511.

104743B

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

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2512.

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · PyPy 3-64 (first AC) · Tags: —
[_baozii_'s solution](#)

2513.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2514.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · Go (first AC) · Tags: —
[_baozii_'s solution](#)

2515.

105386I

[Left Shifting 2](#) · Tutorial

Rating: — · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2516.

105386G

[Be Positive](#) · Tutorial

Rating: — · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2517.

105386B

[Gold Medal](#) · Tutorial

Rating: — · first AC: 2024-09-29 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2518.

105380D

[Make It Good](#) · Tutorial

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2519.

105380C

[Dhrumil The Pados Wali Aunty](#) · Tutorial

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2520.

105380B2

[Xor Pairs \(Hard Version\)](#) · Tutorial

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2521.

105380B1

[Xor Pairs \(Easy Version\)](#) · Tutorial

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2522.

105380A

[Who Hates Abhishek?](#) · Tutorial

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2523.

105380F

[Inversion Sum](#) · Tutorial

Rating: — · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2524.

105380E

[String Palindrome Game](#) · Tutorial

Rating: — · first AC: 2024-09-29 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2525.

104366D

[Concrete Painting](#) · Tutorial

Rating: — · first AC: 2024-09-24 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2526.

104366I

[Subsetting and Summing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2527.

104366A

[Cask Effect](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2528.

104366K

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

Rating: — · first AC: 2024-09-24 · PyPy 3-64 (first AC) · Tags: —

[__baozii_'s solution](#)

2529.

104366M

[Easy Problem of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-24 · Go (first AC) · Tags: —

[__baozii_'s solution](#)

2530.

105364C

[Numbers in the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2531.

105364B

[Papalindromes!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2532.

105364A

[Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2533.

105363E

[Beautiful Board](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2534.

105363F

[Coloring the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2535.

105363D

[Connecting Villages](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2536.

105363C

[Squares in the Notebook](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[__baozii_'s solution](#)

2537.

105363B

[Closed by Subtraction](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2538.

105363A

[Hello!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2539.

104803A

[Tutorial](#)

Rating: — · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[__baozii_'s solution](#)

2540.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2541.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2542.

104396J

[Similarity \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2543.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-21 · PyPy 3-64 (first AC) · Tags: —
[__baozii_'s solution](#)

2544.

104385H

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2545.

104385D

[Stack Out](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2546.

104385B

[Wonderful Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · Go (first AC) · Tags: —
[__baozii_'s solution](#)

2547.

104385J

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