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# Unique solved — bdfs then CSDN

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

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Count: 567

1.

2209A

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Quality: 21,519 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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2.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,559 global accepts · Rating: 800 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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3.

2204A

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4.

2208A

[Bingo Candies](#) · [Tutorial](#)

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5.

2194A

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Quality: 23,845 global accepts · Rating: 800 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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6.

2182B

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Quality: 23,448 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force

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7.

2182A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

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8.

2178A

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Quality: 25,744 global accepts · Rating: 800 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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9.

2176A

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**10.**

2164A

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**11.**

2153B

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**12.**

2153A

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**13.**

2145A

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2155A

[El fucho](#) · [Tutorial](#)

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**15.**

2152A

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**16.**

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math  
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**17.**

2144A

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**18.**

2146A

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

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**19.**

2147A

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Quality: 18,639 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
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**20.**

2104A

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Quality: 26,307 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: math  
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**21.**

2127A

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Quality: 19,652 global accepts · Rating: 800 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math  
[bdfs then CSDN's solution](#)

**22.**

2143A

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Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, two pointers  
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**23.**

2133B

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Quality: 25,546 global accepts · Rating: 800 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
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**24.**

2133A

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1946A

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**26.**

1935A

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**27.**

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**28.**

1919B

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**29.**

1919A

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**30.**

1916A

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1909A

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**32.**

1912L

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Quality: 8,598 global accepts · Rating: 800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: strings

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**33.**

1902A

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**34.**

1903A

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**35.**

1896A

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1901A

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**37.**

1898A

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

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**38.**

1895B

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1895A

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**40.**

1838A

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**41.**

1837A

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1828A

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1832A

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**44.**

1825A

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Quality: 20,767 global accepts · Rating: 800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

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**45.**

1818A

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**46.**

1823A

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**47.**

1822C

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**48.**

1822B

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**49.**

1822A

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**50.**

1820A

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**51.**

1797A

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**52.**

1814A

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**53.**

1811A

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**54.**

1802A

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**55.**

1799A

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**56.**

1789B

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**57.**

1789A

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**58.**

1793A

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**59.**

1608A

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**60.**

1605A

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**61.**

2209B

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**62.**

2178B

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**63.**

1896B

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- 64.**  
1837B  
[Comparison String](#) · [Tutorial](#)  
Quality: 50,120 global accepts · Rating: 900 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
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- 65.**  
1828B  
[Permutation Swap](#) · [Tutorial](#)  
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- 66.**  
1818B  
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1823B  
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- 68.**  
2204C  
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- 69.**  
2194B  
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Quality: 18,436 global accepts · Rating: 1000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
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- 70.**  
2176B  
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- 71.**  
2164B  
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- 72.**  
2145B  
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- 73.**  
2144B  
[Maximum Cost Permutation](#) · [Tutorial](#)  
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- 74.**  
2147B  
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2104B

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**76.**

2143B

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Quality: 20,919 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

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**77.**

1916B

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Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

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**78.**

1906A

[Easy As ABC](#) · [Tutorial](#)

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**79.**

1876A

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**80.**

1837C

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Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

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**81.**

1825B

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Quality: 16,096 global accepts · Rating: 1000 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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**82.**

1811B

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Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

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**83.**

1802B

[Settlement of Guinea Pigs](#) · [Tutorial](#)

Quality: 14,635 global accepts · Rating: 1000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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**84.**

1605B

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**85.**

2208B

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**86.**

2155B

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Quality: 16,993 global accepts · Rating: 1100 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs  
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**87.**

2146B

[Merging the Sets](#) · [Tutorial](#)

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**88.**

2104C

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**89.**

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math  
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**90.**

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math, sortings  
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**91.**

1902B

[Getting Points](#) · [Tutorial](#)

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**92.**

1901B

[Chip and Ribbon](#) · [Tutorial](#)

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**93.**

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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**94.**

1827A

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**95.**

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, sortings  
[bdfs then CSDN's solution](#)

**96.**

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings, two pointers  
[bdfs then CSDN's solution](#)

**97.**

1826B

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

Quality: 28,176 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[bdfs then CSDN's solution](#)

**98.**

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,018 global accepts · Rating: 1100 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: math, strings, two pointers  
[bdfs then CSDN's solution](#)

**99.**

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[bdfs then CSDN's solution](#)

**100.**

1811C

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

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[bdfs then CSDN's solution](#)

**101.**

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[bdfs then CSDN's solution](#)

**102.**

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp  
[bdfs then CSDN's solution](#)

**103.**

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,704 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation  
[bdfs then CSDN's solution](#)

**104.**

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[bdfs then CSDN's solution](#)

**105.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,884 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[bdfs then CSDN's solution](#)

**106.**

1909B

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

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms,

math, number theory

[bdfs\\_then\\_CSDN's solution](#)

**107.**

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[bdfs\\_then\\_CSDN's solution](#)

**108.**

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[bdfs\\_then\\_CSDN's solution](#)

**109.**

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bdfs\\_then\\_CSDN's solution](#)

**110.**

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[bdfs\\_then\\_CSDN's solution](#)

**111.**

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[bdfs\\_then\\_CSDN's solution](#)

**112.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bdfs\\_then\\_CSDN's solution](#)

**113.**

2181A

[Alphabet City](#) · [Tutorial](#)

Quality: 3,734 global accepts · Rating: 1300 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, strings

[bdfs\\_then\\_CSDN's solution](#)

**114.**

2208C

[Stamina and Tasks](#) · [Tutorial](#)

Quality: 11,111 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[bdfs\\_then\\_CSDN's solution](#)

**115.**

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,902 global accepts · Rating: 1300 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[bdfs\\_then\\_CSDN's solution](#)

**116.**

2176C

[Odd Process](#) · [Tutorial](#)

Quality: 15,726 global accepts · Rating: 1300 · first AC: 2025-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[bdfs\\_then\\_CSDN's solution](#)

**117.**

2145C

[Monocarp's String](#) · [Tutorial](#)

Quality: 15,405 global accepts · Rating: 1300 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings  
[bdfs then CSDN's solution](#)

**118.**

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,858 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games  
[bdfs then CSDN's solution](#)

**119.**

2144C

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

Quality: 14,995 global accepts · Rating: 1300 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**120.**

2146C

[Wrong Binary Search](#) · [Tutorial](#)

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms  
[bdfs then CSDN's solution](#)

**121.**

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy  
[bdfs then CSDN's solution](#)

**122.**

2143C

[Max Tree](#) · [Tutorial](#)

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[bdfs then CSDN's solution](#)

**123.**

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
[bdfs then CSDN's solution](#)

**124.**

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[bdfs then CSDN's solution](#)

**125.**

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory  
[bdfs then CSDN's solution](#)

**126.**

1820C

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

Rating: 1300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[bdfs then CSDN's solution](#)

**127.**

2209C

[Find the Zero](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1400 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive  
[bdfs\\_then\\_CSDN's solution](#)

**128.**

2204D

[Alternating Path](#) · [Tutorial](#)

Quality: 8,926 global accepts · Rating: 1400 · first AC: 2026-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs  
[bdfs\\_then\\_CSDN's solution](#)

**129.**

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math  
[bdfs\\_then\\_CSDN's solution](#)

**130.**

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory  
[bdfs\\_then\\_CSDN's solution](#)

**131.**

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1400 · first AC: 2025-08-30 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive  
[bdfs\\_then\\_CSDN's solution](#)

**132.**

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[bdfs\\_then\\_CSDN's solution](#)

**133.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[bdfs\\_then\\_CSDN's solution](#)

**134.**

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[bdfs\\_then\\_CSDN's solution](#)

**135.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[bdfs\\_then\\_CSDN's solution](#)

**136.**

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[bdfs\\_then\\_CSDN's solution](#)

**137.**

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[bdfs then CSDN's solution](#)

**138.**

1838C

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

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2023-06-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[bdfs then CSDN's solution](#)

**139.**

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bdfs then CSDN's solution](#)

**140.**

1824A

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

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bdfs then CSDN's solution](#)

**141.**

1825C

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

Rating: 1400 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[bdfs then CSDN's solution](#)

**142.**

437C

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

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[bdfs then CSDN's solution](#)

**143.**

675B

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

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[bdfs then CSDN's solution](#)

**144.**

665B

[Shopping](#) · [Tutorial](#)

Quality: 3,891 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[bdfs then CSDN's solution](#)

**145.**

689A

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

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2022-01-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[bdfs then CSDN's solution](#)

**146.**

1263B

[PIN Codes](#) · [Tutorial](#)

Quality: 11,810 global accepts · Rating: 1400 · first AC: 2022-01-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[bdfs then CSDN's solution](#)

**147.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[bdfs then CSDN's solution](#)

**148.**

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2022-01-15 · last AC: 2022-01-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[bdfs then CSDN's solution](#)

**149.**

2153C

[Symmetrical Polygons](#) · [Tutorial](#)

Quality: 11,778 global accepts · Rating: 1500 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, sortings

[bdfs then CSDN's solution](#)

**150.**

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,463 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[bdfs then CSDN's solution](#)

**151.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,752 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[bdfs then CSDN's solution](#)

**152.**

1084C

[The Fair Nut and String](#) · [Tutorial](#)

Quality: 11,662 global accepts · Rating: 1500 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[bdfs then CSDN's solution](#)

**153.**

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[bdfs then CSDN's solution](#)

**154.**

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[bdfs then CSDN's solution](#)

**155.**

1542B

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

Quality: 26,542 global accepts · Rating: 1500 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[bdfs then CSDN's solution](#)

**156.**

1814C

[Search in Parallel](#) · [Tutorial](#)

Quality: 12,471 global accepts · Rating: 1500 · first AC: 2023-04-06 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[bdfs then CSDN's solution](#)

**157.**

1789C

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

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math

[bdfs then CSDN's solution](#)

**158.**

1744E1

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

Quality: 12,652 global accepts · Rating: 1500 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[bdfs then CSDN's solution](#)

**159.**

2194D

[Table Cut · Tutorial](#)

Quality: 7,859 global accepts · Rating: 1600 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[bdfs then CSDN's solution](#)

**160.**

2182D

[Christmas Tree Decoration · Tutorial](#)

Quality: 8,953 global accepts · Rating: 1600 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[bdfs then CSDN's solution](#)

**161.**

1946C

[Tree Cutting · Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[bdfs then CSDN's solution](#)

**162.**

1920C

[Partitioning the Array · Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[bdfs then CSDN's solution](#)

**163.**

573B

[Bear and Blocks · Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, math

[bdfs then CSDN's solution](#)

**164.**

1015D

[Walking Between Houses · Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[bdfs then CSDN's solution](#)

**165.**

1822E

[Making Anti-Palindromes · Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings

[bdfs then CSDN's solution](#)

**166.**

1797C

[Li Hua and Chess · Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-08 · last AC: 2023-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive

[bdfs then CSDN's solution](#)

**167.**

1811D

[Umka and a Long Flight · Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · last AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[bdfs then CSDN's solution](#)

**168.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2023-03-12 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bdfs then CSDN's solution](#)

**169.**

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bdfs then CSDN's solution](#)

**170.**

2181M

[Medical Parity](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1700 · first AC: 2026-05-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[bdfs then CSDN's solution](#)

**171.**

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,699 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bdfs then CSDN's solution](#)

**172.**

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[bdfs then CSDN's solution](#)

**173.**

2152D

[Division Versus Addition](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[bdfs then CSDN's solution](#)

**174.**

2151D

[Grid Counting](#) · [Tutorial](#)

Rating: 1700 · first AC: 2025-09-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[bdfs then CSDN's solution](#)

**175.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,491 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[bdfs then CSDN's solution](#)

**176.**

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings

[bdfs then CSDN's solution](#)

**177.**

585B

[Phillip and Trains](#) · [Tutorial](#)

Quality: 3,810 global accepts · Rating: 1700 · first AC: 2025-07-30 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[bdfs then CSDN's solution](#)

**178.**

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,500 global accepts · Rating: 1700 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[bdfs then CSDN's solution](#)

**179.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[bdfs then CSDN's solution](#)

**180.**

1906M

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

Quality: 3,458 global accepts · Rating: 1700 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[bdfs then CSDN's solution](#)

**181.**

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1700 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy

[bdfs then CSDN's solution](#)

**182.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[bdfs then CSDN's solution](#)

**183.**

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, implementation, math

[bdfs then CSDN's solution](#)

**184.**

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,499 global accepts · Rating: 1700 · first AC: 2023-09-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[bdfs then CSDN's solution](#)

**185.**

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,479 global accepts · Rating: 1700 · first AC: 2023-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory

[bdfs then CSDN's solution](#)

**186.**

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,566 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[bdfs then CSDN's solution](#)

**187.**

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2023-03-29 · last AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[bdfs then CSDN's solution](#)

**188.**

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2023-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[bdfs\\_then\\_CSDN's solution](#)

**189.**

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2022-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[bdfs\\_then\\_CSDN's solution](#)

**190.**

2209D

[Ghostfires](#) · [Tutorial](#)

Quality: 5,331 global accepts · Rating: 1800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[bdfs\\_then\\_CSDN's solution](#)

**191.**

2204E

[Sum of Digits \(and Again\)](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[bdfs\\_then\\_CSDN's solution](#)

**192.**

2208D1

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

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, matrices, trees

[bdfs\\_then\\_CSDN's solution](#)

**193.**

2187B

[Shortest Statement Ever](#) · [Tutorial](#)

Quality: 5,289 global accepts · Rating: 1800 · first AC: 2026-02-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**194.**

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,568 global accepts · Rating: 1800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**195.**

2176D

[Fibonacci Paths](#) · [Tutorial](#)

Quality: 5,765 global accepts · Rating: 1800 · first AC: 2025-12-11 · last AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, sortings

[bdfs\\_then\\_CSDN's solution](#)

**196.**

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-05 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[bdfs\\_then\\_CSDN's solution](#)

**197.**

2153D

[Not Alone](#) · [Tutorial](#)

Quality: 6,295 global accepts · Rating: 1800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**198.**

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp

[bdfs then CSDN's solution](#)

## 199.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[bdfs then CSDN's solution](#)

## 200.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 7,001 global accepts · Rating: 1800 · first AC: 2025-09-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[bdfs then CSDN's solution](#)

## 201.

2092D

[Mishkin Energizer](#) · [Tutorial](#)

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-09-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[bdfs then CSDN's solution](#)

## 202.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,396 global accepts · Rating: 1800 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[bdfs then CSDN's solution](#)

## 203.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[bdfs then CSDN's solution](#)

## 204.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,774 global accepts · Rating: 1800 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[bdfs then CSDN's solution](#)

## 205.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[bdfs then CSDN's solution](#)

## 206.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,206 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[bdfs then CSDN's solution](#)

## 207.

1825D1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[bdfs then CSDN's solution](#)

## 208.

1030D

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

Quality: 6,255 global accepts · Rating: 1800 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: geometry, number theory

[bdfs then CSDN's solution](#)

**209.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[bdfs then CSDN's solution](#)

**210.**

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[bdfs then CSDN's solution](#)

**211.**

930C

[Teodor is not a liar!](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[bdfs then CSDN's solution](#)

**212.**

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1900 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[bdfs then CSDN's solution](#)

**213.**

103C

[Russian Roulette](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 1900 · first AC: 2024-05-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[bdfs then CSDN's solution](#)

**214.**

1912D

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

Quality: 1,981 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: math

[bdfs then CSDN's solution](#)

**215.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,993 global accepts · Rating: 1900 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[bdfs then CSDN's solution](#)

**216.**

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, implementation

[bdfs then CSDN's solution](#)

**217.**

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp

[bdfs then CSDN's solution](#)

**218.**

708B

[Recover the String](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2023-11-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[bdfs then CSDN's solution](#)

**219.**

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,132 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[bdfs\\_then\\_CSDN's solution](#)

**220.**

1360G

[A/B Matrix](#) · [Tutorial](#)

Quality: 8,349 global accepts · Rating: 1900 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[bdfs\\_then\\_CSDN's solution](#)

**221.**

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[bdfs\\_then\\_CSDN's solution](#)

**222.**

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[bdfs\\_then\\_CSDN's solution](#)

**223.**

2201C

[Rigged Bracket Sequence](#) · [Tutorial](#)

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**224.**

2181D

[Doorway](#) · [Tutorial](#)

Quality: 1,358 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[bdfs\\_then\\_CSDN's solution](#)

**225.**

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,615 global accepts · Rating: 2000 · first AC: 2026-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, implementation

[bdfs\\_then\\_CSDN's solution](#)

**226.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, interactive

[bdfs\\_then\\_CSDN's solution](#)

**227.**

128C

[Games with Rectangle](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[bdfs\\_then\\_CSDN's solution](#)

**228.**

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[bdfs\\_then\\_CSDN's solution](#)

**229.**

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-11 · last AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[bdfs](#) [then](#) [CSDN's solution](#)

**230.**

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[bdfs](#) [then](#) [CSDN's solution](#)

**231.**

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[bdfs](#) [then](#) [CSDN's solution](#)

**232.**

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[bdfs](#) [then](#) [CSDN's solution](#)

**233.**

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, interactive, math

[bdfs](#) [then](#) [CSDN's solution](#)

**234.**

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[bdfs](#) [then](#) [CSDN's solution](#)

**235.**

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs, greedy

[bdfs](#) [then](#) [CSDN's solution](#)

**236.**

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[bdfs](#) [then](#) [CSDN's solution](#)

**237.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[bdfs](#) [then](#) [CSDN's solution](#)

**238.**

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[bdfs](#) [then](#) [CSDN's solution](#)

**239.**

103433I

[Minimal Product](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs](#) [then](#) [CSDN's solution](#)

**240.**

413D

[2048](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2000 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[bdfs then CSDN's solution](#)

**241.**

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[bdfs then CSDN's solution](#)

**242.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[bdfs then CSDN's solution](#)

**243.**

432D

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

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers  
[bdfs then CSDN's solution](#)

**244.**

2163D1

[Diadrash \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,731 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, divide and conquer, implementation, interactive  
[bdfs then CSDN's solution](#)

**245.**

2161D

[Locked Out](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2100 · first AC: 2025-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy  
[bdfs then CSDN's solution](#)

**246.**

2145E

[Predicting Popularity](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2100 · first AC: 2025-10-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings  
[bdfs then CSDN's solution](#)

**247.**

2152E

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

Quality: 2,779 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math  
[bdfs then CSDN's solution](#)

**248.**

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs  
[bdfs then CSDN's solution](#)

**249.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2025-09-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**250.**

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp  
[bdfs\\_then\\_CSDN's solution](#)

**251.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, math  
[bdfs\\_then\\_CSDN's solution](#)

**252.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees  
[bdfs\\_then\\_CSDN's solution](#)

**253.**

1355E

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

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2024-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math, sortings, ternary search  
[bdfs\\_then\\_CSDN's solution](#)

**254.**

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,909 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy  
[bdfs\\_then\\_CSDN's solution](#)

**255.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees  
[bdfs\\_then\\_CSDN's solution](#)

**256.**

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 2100 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graph matchings, shortest paths  
[bdfs\\_then\\_CSDN's solution](#)

**257.**

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, trees  
[bdfs\\_then\\_CSDN's solution](#)

**258.**

1912B

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

Quality: 1,441 global accepts · Rating: 2100 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math  
[bdfs\\_then\\_CSDN's solution](#)

**259.**

226D

[The table](#) · [Tutorial](#)

Quality: 1,126 global accepts · Rating: 2100 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[bdfs\\_then\\_CSDN's solution](#)

**260.**

1906J

[Count BFS Graph](#) · Tutorial

Quality: 1,090 global accepts · Rating: 2100 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bdfs\\_then\\_CSDN's solution](#)

**261.**

1906F

[Maximize The Value](#) · Tutorial

Quality: 1,687 global accepts · Rating: 2100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[bdfs\\_then\\_CSDN's solution](#)

**262.**

276E

[Little Girl and Problem on Trees](#) · Tutorial

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2023-12-02 · last AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[bdfs\\_then\\_CSDN's solution](#)

**263.**

1896E

[Permutation Sorting](#) · Tutorial

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[bdfs\\_then\\_CSDN's solution](#)

**264.**

540E

[Infinite Inversions](#) · Tutorial

Quality: 2,493 global accepts · Rating: 2100 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees

[bdfs\\_then\\_CSDN's solution](#)

**265.**

665E

[Beautiful Subarrays](#) · Tutorial

Quality: 4,426 global accepts · Rating: 2100 · first AC: 2023-10-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, strings, trees

[bdfs\\_then\\_CSDN's solution](#)

**266.**

797D

[Broken BST](#) · Tutorial

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar

[bdfs\\_then\\_CSDN's solution](#)

**267.**

862E

[Mahmoud and Ehab and the function](#) · Tutorial

Quality: 2,178 global accepts · Rating: 2100 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, sortings

[bdfs\\_then\\_CSDN's solution](#)

**268.**

1614D1

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

Quality: 4,479 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, number theory

[bdfs\\_then\\_CSDN's solution](#)

**269.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[bdfs\\_then\\_CSDN's solution](#)

**270.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 2100 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, sortings, two pointers

[bdfs then CSDN's solution](#)

**271.**

1775E

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

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[bdfs then CSDN's solution](#)

**272.**

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,321 global accepts · Rating: 2100 · first AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, sortings

[bdfs then CSDN's solution](#)

**273.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,420 global accepts · Rating: 2100 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[bdfs then CSDN's solution](#)

**274.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, math

[bdfs then CSDN's solution](#)

**275.**

1265E

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

Quality: 4,522 global accepts · Rating: 2100 · first AC: 2023-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[bdfs then CSDN's solution](#)

**276.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[bdfs then CSDN's solution](#)

**277.**

301B

[Yaroslav and Time](#) · [Tutorial](#)

Quality: 2,796 global accepts · Rating: 2100 · first AC: 2022-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, shortest paths

[bdfs then CSDN's solution](#)

**278.**

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2022-11-16 · last AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[bdfs then CSDN's solution](#)

**279.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-05-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar

[bdfs then CSDN's solution](#)

**280.**

2209E

[A Trivial String Problem](#) · [Tutorial](#)

Quality: 1,782 global accepts · Rating: 2200 · first AC: 2026-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, string suffix structures, strings

[bdfs then CSDN's solution](#)

**281.**

2204F

[Sum of Fractions](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2200 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, greedy, math, number theory, two pointers

[bdfs then CSDN's solution](#)

**282.**

2173E

[Shiro's Mirror Duel](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2200 · first AC: 2025-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, probabilities, sortings

[bdfs then CSDN's solution](#)

**283.**

2155E

[Mimo & Yuyu](#) · [Tutorial](#)

Quality: 2,833 global accepts · Rating: 2200 · first AC: 2025-10-06 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[bdfs then CSDN's solution](#)

**284.**

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2025-09-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[bdfs then CSDN's solution](#)

**285.**

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,771 global accepts · Rating: 2200 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[bdfs then CSDN's solution](#)

**286.**

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[bdfs then CSDN's solution](#)

**287.**

612E

[Square Root of Permutation](#) · [Tutorial](#)

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[bdfs then CSDN's solution](#)

**288.**

1580C

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

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2024-04-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[bdfs then CSDN's solution](#)

**289.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[bdfs\\_then\\_CSDN's solution](#)

**290.**

1946E

[Girl Permutation](#) · Tutorial

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory

[bdfs\\_then\\_CSDN's solution](#)

**291.**

27D

[Ring Road 2](#) · Tutorial

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[bdfs\\_then\\_CSDN's solution](#)

**292.**

1912E

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

Quality: 1,277 global accepts · Rating: 2200 · first AC: 2023-12-13 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[bdfs\\_then\\_CSDN's solution](#)

**293.**

377C

[Captains Mode](#) · Tutorial

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-12-10 · last AC: 2023-12-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, games

[bdfs\\_then\\_CSDN's solution](#)

**294.**

1907G

[Lights](#) · Tutorial

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[bdfs\\_then\\_CSDN's solution](#)

**295.**

1736D

[Equal Binary Subsequences](#) · Tutorial

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[bdfs\\_then\\_CSDN's solution](#)

**296.**

1155E

[Guess the Root](#) · Tutorial

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, math

[bdfs\\_then\\_CSDN's solution](#)

**297.**

1901E

[Compressed Tree](#) · Tutorial

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[bdfs\\_then\\_CSDN's solution](#)

**298.**

570D

[Tree Requests](#) · Tutorial

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2023-11-16 · last AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[bdfs\\_then\\_CSDN's solution](#)

**299.**

1153E

[Serval and Snake](#) · Tutorial

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, interactive

[bdfs then CSDN's solution](#)

**300.**

979D

[Kuro and GCD and XOR and SUM](#) · Tutorial

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees

[bdfs then CSDN's solution](#)

**301.**

731D

[80-th Level Archeology](#) · Tutorial

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[bdfs then CSDN's solution](#)

**302.**

1045G

[AI robots](#) · Tutorial

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bdfs then CSDN's solution](#)

**303.**

922E

[Birds](#) · Tutorial

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[bdfs then CSDN's solution](#)

**304.**

925C

[Big Secret](#) · Tutorial

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[bdfs then CSDN's solution](#)

**305.**

1717E

[Madoka and The Best University](#) · Tutorial

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[bdfs then CSDN's solution](#)

**306.**

1837E

[Playoff Fixing](#) · Tutorial

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, trees

[bdfs then CSDN's solution](#)

**307.**

1832E

[Combinatorics Problem](#) · Tutorial

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp

[bdfs then CSDN's solution](#)

**308.**

1406D

[Three Sequences](#) · Tutorial

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2023-05-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[bdfs then CSDN's solution](#)

**309.**

13C

[Sequence](#) · Tutorial

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[bdfs then CSDN's solution](#)

**310.**

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,446 global accepts · Rating: 2200 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings  
[bdfs then CSDN's solution](#)

**311.**

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[bdfs then CSDN's solution](#)

**312.**

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation  
[bdfs then CSDN's solution](#)

**313.**

1070A

[Find a Number](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2200 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, number theory, shortest paths  
[bdfs then CSDN's solution](#)

**314.**

2217F

[Interval Game](#) · [Tutorial](#)

Quality: 706 global accepts · Rating: 2300 · first AC: 2026-04-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, games, greedy, math, probabilities  
[bdfs then CSDN's solution](#)

**315.**

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · last AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, trees  
[bdfs then CSDN's solution](#)

**316.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**317.**

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-09-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**318.**

2146E

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

Quality: 2,056 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing  
[bdfs then CSDN's solution](#)

**319.**

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy  
[bdfs then CSDN's solution](#)

**320.**

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2024-04-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[bdfs then CSDN's solution](#)

**321.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[bdfs then CSDN's solution](#)

**322.**

1743F

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

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities  
[bdfs then CSDN's solution](#)

**323.**

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees  
[bdfs then CSDN's solution](#)

**324.**

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[bdfs then CSDN's solution](#)

**325.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures  
[bdfs then CSDN's solution](#)

**326.**

915G

[Coprime Arrays](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 2300 · first AC: 2023-12-06 · last AC: 2023-12-06 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory  
[bdfs then CSDN's solution](#)

**327.**

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2023-11-29 · last AC: 2023-11-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle  
[bdfs then CSDN's solution](#)

**328.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[bdfs then CSDN's solution](#)

**329.**

1251E1

[Voting \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[bdfs then CSDN's solution](#)

**330.**

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures  
[bdfs\\_then\\_CSDN's solution](#)

**331.**

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
[bdfs\\_then\\_CSDN's solution](#)

**332.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2023-09-28 · last AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths  
[bdfs\\_then\\_CSDN's solution](#)

**333.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers  
[bdfs\\_then\\_CSDN's solution](#)

**334.**

1866I

[Imagination Castle](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, two pointers  
[bdfs\\_then\\_CSDN's solution](#)

**335.**

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths  
[bdfs\\_then\\_CSDN's solution](#)

**336.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, trees  
[bdfs\\_then\\_CSDN's solution](#)

**337.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, math  
[bdfs\\_then\\_CSDN's solution](#)

**338.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[bdfs\\_then\\_CSDN's solution](#)

**339.**

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[bdfs\\_then\\_CSDN's solution](#)

**340.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[bdfs then CSDN's solution](#)

**341.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[bdfs then CSDN's solution](#)

**342.**

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2023-11-29 · last AC: 2026-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math  
[bdfs then CSDN's solution](#)

**343.**

2176E

[Remove at the lowest cost](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2400 · first AC: 2025-12-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, implementation, trees  
[bdfs then CSDN's solution](#)

**344.**

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[bdfs then CSDN's solution](#)

**345.**

2143E

[Make Good](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings  
[bdfs then CSDN's solution](#)

**346.**

913E

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

Quality: 884 global accepts · Rating: 2400 · first AC: 2024-06-17 · last AC: 2024-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, shortest paths  
[bdfs then CSDN's solution](#)

**347.**

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-05-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, number theory  
[bdfs then CSDN's solution](#)

**348.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**349.**

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-04-07 · last AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[bdfs then CSDN's solution](#)

**350.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities  
[bdfs then CSDN's solution](#)

**351.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2024-03-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp  
[bdfs then CSDN's solution](#)

**352.**

1591E

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

Rating: 2400 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers  
[bdfs then CSDN's solution](#)

**353.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees  
[bdfs then CSDN's solution](#)

**354.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-03-06 · last AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[bdfs then CSDN's solution](#)

**355.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings  
[bdfs then CSDN's solution](#)

**356.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**357.**

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2024-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees  
[bdfs then CSDN's solution](#)

**358.**

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[bdfs then CSDN's solution](#)

**359.**

526E

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

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[bdfs then CSDN's solution](#)

**360.**

633E

[Startup Funding](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2400 · first AC: 2024-01-02 · last AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, probabilities, two pointers

[bdfs then CSDN's solution](#)

**361.**

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[bdfs then CSDN's solution](#)

**362.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[bdfs then CSDN's solution](#)

**363.**

416D

[Population Size](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[bdfs then CSDN's solution](#)

**364.**

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2023-12-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[bdfs then CSDN's solution](#)

**365.**

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, interactive

[bdfs then CSDN's solution](#)

**366.**

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy

[bdfs then CSDN's solution](#)

**367.**

277E

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

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: flows, trees

[bdfs then CSDN's solution](#)

**368.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[bdfs then CSDN's solution](#)

**369.**

1779E

[Any'a's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[bdfs then CSDN's solution](#)

**370.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs  
[bdfs\\_then\\_CSDN's solution](#)

**371.**

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2400 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[bdfs\\_then\\_CSDN's solution](#)

**372.**

605C

[Freelancer's Dreams](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry  
[bdfs\\_then\\_CSDN's solution](#)

**373.**

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,403 global accepts · Rating: 2400 · first AC: 2023-06-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation  
[bdfs\\_then\\_CSDN's solution](#)

**374.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-05-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation  
[bdfs\\_then\\_CSDN's solution](#)

**375.**

293C

[Cube Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2400 · first AC: 2023-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[bdfs\\_then\\_CSDN's solution](#)

**376.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-03-19 · C++14 (GCC 6-32) (first AC) · Tags: —  
[bdfs\\_then\\_CSDN's solution](#)

**377.**

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities  
[bdfs\\_then\\_CSDN's solution](#)

**378.**

567F

[Mausoleum](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2400 · first AC: 2023-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[bdfs\\_then\\_CSDN's solution](#)

**379.**

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation  
[bdfs\\_then\\_CSDN's solution](#)

**380.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2025-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math  
[bdfs\\_then\\_CSDN's solution](#)

**381.**

2163D2

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

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, math, sortings

[bdfs\\_then\\_CSDN's solution](#)

**382.**

2133E

[I Yearned For The Mines · Tutorial](#)

Quality: 1,696 global accepts · Rating: 2500 · first AC: 2025-09-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[bdfs\\_then\\_CSDN's solution](#)

**383.**

963D

[Frequency of String · Tutorial](#)

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[bdfs\\_then\\_CSDN's solution](#)

**384.**

1951F

[Inversion Composition · Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[bdfs\\_then\\_CSDN's solution](#)

**385.**

1956E1

[Nene vs. Monsters \(Easy Version\) · Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-11 · last AC: 2024-05-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[bdfs\\_then\\_CSDN's solution](#)

**386.**

1327F

[AND Segments · Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**387.**

1612G

[Max Sum Array · Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[bdfs\\_then\\_CSDN's solution](#)

**388.**

1556F

[Sports Betting · Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[bdfs\\_then\\_CSDN's solution](#)

**389.**

1325F

[Ehab's Last Theorem · Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[bdfs\\_then\\_CSDN's solution](#)

**390.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[bdfs then CSDN's solution](#)

**391.**

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[bdfs then CSDN's solution](#)

**392.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[bdfs then CSDN's solution](#)

**393.**

123E

[Maze](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, probabilities, trees

[bdfs then CSDN's solution](#)

**394.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[bdfs then CSDN's solution](#)

**395.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[bdfs then CSDN's solution](#)

**396.**

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[bdfs then CSDN's solution](#)

**397.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[bdfs then CSDN's solution](#)

**398.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[bdfs then CSDN's solution](#)

**399.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2025-09-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, probabilities

[bdfs then CSDN's solution](#)

**400.**

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[bdfs then CSDN's solution](#)

**401.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[bdfs then CSDN's solution](#)

**402.**

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2024-04-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[bdfs then CSDN's solution](#)

**403.**

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 353 global accepts · Rating: 2600 · first AC: 2024-04-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bdfs then CSDN's solution](#)

**404.**

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[bdfs then CSDN's solution](#)

**405.**

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[bdfs then CSDN's solution](#)

**406.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[bdfs then CSDN's solution](#)

**407.**

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[bdfs then CSDN's solution](#)

**408.**

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[bdfs then CSDN's solution](#)

**409.**

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[bdfs then CSDN's solution](#)

**410.**

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers  
[bdfs then CSDN's solution](#)

**411.**

527E

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

Quality: 2,191 global accepts · Rating: 2600 · first AC: 2023-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[bdfs then CSDN's solution](#)

**412.**

1896F

[Bracket Xoring](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2600 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[bdfs then CSDN's solution](#)

**413.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[bdfs then CSDN's solution](#)

**414.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy  
[bdfs then CSDN's solution](#)

**415.**

258D

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

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities  
[bdfs then CSDN's solution](#)

**416.**

201E

[Thoroughly Bureaucratic Organization](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2600 · first AC: 2023-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics  
[bdfs then CSDN's solution](#)

**417.**

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[bdfs then CSDN's solution](#)

**418.**

2210E

[Binary Strings are Simple?](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 2700 · first AC: 2026-03-30 · last AC: 2026-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, interactive, number theory  
[bdfs then CSDN's solution](#)

**419.**

773D

[Perishable Roads](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 2700 · first AC: 2024-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths  
[bdfs then CSDN's solution](#)

**420.**

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2024-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms,

dp, greedy

[bdfs then CSDN's solution](#)

**421.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bdfs then CSDN's solution](#)

**422.**

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation, math

[bdfs then CSDN's solution](#)

**423.**

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-03-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[bdfs then CSDN's solution](#)

**424.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2024-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[bdfs then CSDN's solution](#)

**425.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[bdfs then CSDN's solution](#)

**426.**

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[bdfs then CSDN's solution](#)

**427.**

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[bdfs then CSDN's solution](#)

**428.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing

[bdfs then CSDN's solution](#)

**429.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[bdfs then CSDN's solution](#)

**430.**

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, trees

[bdfs then CSDN's solution](#)

**431.**

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[bdfs then CSDN's solution](#)

**432.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-04-19 · last AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[bdfs then CSDN's solution](#)

**433.**

1010E

[Store](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bdfs then CSDN's solution](#)

**434.**

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[bdfs then CSDN's solution](#)

**435.**

2215D

[EXPloration, EXPlotation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 115 global accepts · Rating: 2800 · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[bdfs then CSDN's solution](#)

**436.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bdfs then CSDN's solution](#)

**437.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees

[bdfs then CSDN's solution](#)

**438.**

1863G

[Swaps](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2800 · first AC: 2024-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, math

[bdfs then CSDN's solution](#)

**439.**

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, greedy

[bdfs then CSDN's solution](#)

**440.**

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[bdfs then CSDN's solution](#)

**441.**

1884E

[Hard Design](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2800 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math  
[bdfs then CSDN's solution](#)

**442.**

762F

[Tree nesting](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2800 · first AC: 2023-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, trees  
[bdfs then CSDN's solution](#)

**443.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees  
[bdfs then CSDN's solution](#)

**444.**

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp  
[bdfs then CSDN's solution](#)

**445.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[bdfs then CSDN's solution](#)

**446.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
[bdfs then CSDN's solution](#)

**447.**

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2023-10-05 · last AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs  
[bdfs then CSDN's solution](#)

**448.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, games  
[bdfs then CSDN's solution](#)

**449.**

1842G

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

Quality: 1,578 global accepts · Rating: 2800 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[bdfs then CSDN's solution](#)

**450.**

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees  
[bdfs then CSDN's solution](#)

**451.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-06-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer,

dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**452.**

204E

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

Quality: 1,434 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, string suffix structures, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**453.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[bdfs\\_then\\_CSDN's solution](#)

**454.**

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2023-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[bdfs\\_then\\_CSDN's solution](#)

**455.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2024-05-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities

[bdfs\\_then\\_CSDN's solution](#)

**456.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[bdfs\\_then\\_CSDN's solution](#)

**457.**

1450H1

[Multithreading \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2900 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[bdfs\\_then\\_CSDN's solution](#)

**458.**

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-03-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[bdfs\\_then\\_CSDN's solution](#)

**459.**

309E

[Sheep](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: 2900 · first AC: 2024-02-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[bdfs\\_then\\_CSDN's solution](#)

**460.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[bdfs\\_then\\_CSDN's solution](#)

**461.**

718D

[Andrew and Chemistry](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 2900 · first AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, trees

[bdfs\\_then\\_CSDN's solution](#)

**462.**

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, trees

[bdfs then CSDN's solution](#)

**463.**

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[bdfs then CSDN's solution](#)

**464.**

788E

[New task](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[bdfs then CSDN's solution](#)

**465.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: flows

[bdfs then CSDN's solution](#)

**466.**

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings

[bdfs then CSDN's solution](#)

**467.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[bdfs then CSDN's solution](#)

**468.**

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[bdfs then CSDN's solution](#)

**469.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2023-07-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[bdfs then CSDN's solution](#)

**470.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[bdfs then CSDN's solution](#)

**471.**

103433H

[Linearization](#) · [Tutorial](#)

Rating: 2900 · first AC: 2023-05-13 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs then CSDN's solution](#)

**472.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2900 · first AC: 2023-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[bdfs then CSDN's solution](#)

**473.**

611G

[New Year and Cake](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2900 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, two pointers  
[bdfs then CSDN's solution](#)

**474.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities  
[bdfs then CSDN's solution](#)

**475.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,309 global accepts · Rating: 2900 · first AC: 2023-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[bdfs then CSDN's solution](#)

**476.**

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry  
[bdfs then CSDN's solution](#)

**477.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[bdfs then CSDN's solution](#)

**478.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths  
[bdfs then CSDN's solution](#)

**479.**

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-05-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation  
[bdfs then CSDN's solution](#)

**480.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2024-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees  
[bdfs then CSDN's solution](#)

**481.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2024-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math  
[bdfs then CSDN's solution](#)

**482.**

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2024-03-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, geometry  
[bdfs then CSDN's solution](#)

**483.**

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[bdfs\\_then\\_CSDN's solution](#)

**484.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees

[bdfs\\_then\\_CSDN's solution](#)

**485.**

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-12-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[bdfs\\_then\\_CSDN's solution](#)

**486.**

1007C

[Guess two numbers](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 3000 · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[bdfs\\_then\\_CSDN's solution](#)

**487.**

573D

[Bear and Cavalry](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[bdfs\\_then\\_CSDN's solution](#)

**488.**

1651F

[Tower Defense](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 3000 · first AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[bdfs\\_then\\_CSDN's solution](#)

**489.**

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[bdfs\\_then\\_CSDN's solution](#)

**490.**

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 3000 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[bdfs\\_then\\_CSDN's solution](#)

**491.**

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[bdfs\\_then\\_CSDN's solution](#)

**492.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees

[bdfs\\_then\\_CSDN's solution](#)

**493.**

788D

[Finding lines](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 3000 · first AC: 2023-09-29 · last AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, interactive

[bdfs\\_then\\_CSDN's solution](#)

**494.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[bdfs\\_then\\_CSDN's solution](#)

**495.**

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[bdfs\\_then\\_CSDN's solution](#)

**496.**

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**497.**

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-04-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, number theory

[bdfs\\_then\\_CSDN's solution](#)

**498.**

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, math

[bdfs\\_then\\_CSDN's solution](#)

**499.**

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 3000 · first AC: 2023-03-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**500.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2023-03-13 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[bdfs\\_then\\_CSDN's solution](#)

**501.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**502.**

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3100 · first AC: 2024-06-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[bdfs\\_then\\_CSDN's solution](#)

**503.**

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[bdfs\\_then\\_CSDN's solution](#)

**504.**

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[bdfs\\_then\\_CSDN's solution](#)

### 505.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[bdfs\\_then\\_CSDN's solution](#)

### 506.

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-12-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[bdfs\\_then\\_CSDN's solution](#)

### 507.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2023-11-22 · last AC: 2023-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[bdfs\\_then\\_CSDN's solution](#)

### 508.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[bdfs\\_then\\_CSDN's solution](#)

### 509.

666E

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

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[bdfs\\_then\\_CSDN's solution](#)

### 510.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bdfs\\_then\\_CSDN's solution](#)

### 511.

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2023-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[bdfs\\_then\\_CSDN's solution](#)

### 512.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2023-03-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[bdfs\\_then\\_CSDN's solution](#)

### 513.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2024-06-14 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[bdfs\\_then\\_CSDN's solution](#)

### 514.

1896G

[Pepe Racing](#) · [Tutorial](#)

Quality: 410 global accepts · Rating: 3200 · first AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, interactive, sortings

[bdfs then CSDN's solution](#)

**515.**

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[bdfs then CSDN's solution](#)

**516.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[bdfs then CSDN's solution](#)

**517.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2023-04-14 · last AC: 2023-10-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, trees

[bdfs then CSDN's solution](#)

**518.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2023-07-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[bdfs then CSDN's solution](#)

**519.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2023-06-30 · last AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[bdfs then CSDN's solution](#)

**520.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[bdfs then CSDN's solution](#)

**521.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2023-04-27 · last AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[bdfs then CSDN's solution](#)

**522.**

1034E

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

Quality: 751 global accepts · Rating: 3200 · first AC: 2023-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math

[bdfs then CSDN's solution](#)

**523.**

1552H

[Guess the Perimeter](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3300 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory

[bdfs then CSDN's solution](#)

**524.**

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2024-06-27 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[bdfs then CSDN's solution](#)

**525.**

1943E2

[MEX Game 2 \(Hard Version\) · Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers  
[bdfs then CSDN's solution](#)

**526.**

1466H

[Finding satisfactory solutions · Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math  
[bdfs then CSDN's solution](#)

**527.**

1416F

[Showing Off · Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation  
[bdfs then CSDN's solution](#)

**528.**

718E

[Matvey's Birthday · Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2023-12-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs  
[bdfs then CSDN's solution](#)

**529.**

865F

[Egg Roulette · Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2023-06-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, math, meet-in-the-middle  
[bdfs then CSDN's solution](#)

**530.**

1237H

[Balanced Reversals · Tutorial](#)

Quality: 437 global accepts · Rating: 3300 · first AC: 2023-06-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[bdfs then CSDN's solution](#)

**531.**

1270H

[Number of Components · Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[bdfs then CSDN's solution](#)

**532.**

582D

[Number of Binominal Coefficients · Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-06-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[bdfs then CSDN's solution](#)

**533.**

878E

[Numbers on the blackboard · Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2023-04-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[bdfs then CSDN's solution](#)

**534.**

1553I

[Stairs · Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2024-04-06 · last AC: 2024-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math  
[bdfs then CSDN's solution](#)

**535.**

1012F

[Passports · Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2023-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[bdfs\\_then\\_CSDN's solution](#)

**536.**

1466I

[The Riddle of the Sphinx](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, interactive

[bdfs\\_then\\_CSDN's solution](#)

**537.**

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: math

[bdfs\\_then\\_CSDN's solution](#)

**538.**

1784F

[Minimums or Medians](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs\\_then\\_CSDN's solution](#)

**539.**

1305G

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

Quality: 1,384 global accepts · Rating: 3500 · first AC: 2023-07-05 · last AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[bdfs\\_then\\_CSDN's solution](#)

**540.**

1034D

[Intervals of Intervals](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 3500 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[bdfs\\_then\\_CSDN's solution](#)

**541.**

1349E

[Slime and Hats](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[bdfs\\_then\\_CSDN's solution](#)

**542.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2023-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[bdfs\\_then\\_CSDN's solution](#)

**543.**

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[bdfs\\_then\\_CSDN's solution](#)

**544.**

2222D

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

Quality: 3,193 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings

[bdfs\\_then\\_CSDN's solution](#)

**545.**

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[bdfs\\_then\\_CSDN's solution](#)

**546.**

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,289 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings  
[bdfs then CSDN's solution](#)

**547.**

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 10,012 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math  
[bdfs then CSDN's solution](#)

**548.**

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —  
[bdfs then CSDN's solution](#)

**549.**

105945H

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105617J

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1192B

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**563.**

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103486E

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