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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: 21,505 global accepts · Rating: 800 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy

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2.

2204B

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Quality: 19,545 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: 23,836 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

[New Year Cake](#) · [Tutorial](#)

Quality: 23,444 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: 25,334 global accepts · Rating: 800 · first AC: 2025-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[bdfs then CSDN's solution](#)

8.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,734 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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Quality: 26,371 global accepts · Rating: 800 · first AC: 2025-10-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
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13.

2145A

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14.

2155A

[El fucho](#) · [Tutorial](#)

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15.

2152A

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Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[bdfs_then_CSDN's solution](#)

16.

2113A

[Shashliks](#) · [Tutorial](#)

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[bdfs_then_CSDN's solution](#)

17.

2144A

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18.

2146A

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19.

2147A

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20.

2104A

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[bdfs_then_CSDN's solution](#)

21.

2127A

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Quality: 19,641 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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[bdfs then CSDN's solution](#)

23.

2133B

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[bdfs then CSDN's solution](#)

24.

2133A

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25.

1946A

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26.

1935A

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27.

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28.

1919B

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30.

1916A

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31.

1909A

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32.

1912L

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33.

1902A

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34.

1903A

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35.

1896A

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36.

1901A

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[bdfs_then_CSDN's solution](#)

37.

1898A

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38.

1895B

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39.

1895A

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40.

1838A

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41.

1837A

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42.

1828A

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43.

1832A

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Quality: 28,971 global accepts · Rating: 800 · first AC: 2023-05-12 · C++14 (GCC 6-32) (first AC) · Tags: strings

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44.

1825A

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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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Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-02-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings, two pointers

[bdfs then CSDN's solution](#)

57.

1789A

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[bdfs then CSDN's solution](#)

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

[AB Flipping](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 900 · first AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings, two pointers

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64.

1837B

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65.

1828B

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Quality: 39,308 global accepts · Rating: 900 · first AC: 2023-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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66.

1818B

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67.

1823B

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Quality: 18,122 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[bdfs_then_CSDN's_solution](#)

68.

2204C

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Quality: 17,400 global accepts · Rating: 1000 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

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69.

2194B

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70.

2176B

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71.

2164B

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[bdfs_then_CSDN's_solution](#)

72.

2145B

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73.

2144B

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74.

2147B

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Quality: 16,965 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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75.

2104B

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76.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,915 global accepts · Rating: 1000 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[bdfs then CSDN's solution](#)

77.

1916B

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[bdfs then CSDN's solution](#)

78.

1906A

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79.

1876A

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Quality: 34,921 global accepts · Rating: 1000 · first AC: 2023-10-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

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80.

1837C

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[bdfs then CSDN's solution](#)

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

[bdfs then CSDN's solution](#)

82.

1811B

[Conveyor Belts](#) · [Tutorial](#)

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

[bdfs then CSDN's solution](#)

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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Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

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85.

2208B

[Cyclists](#) · [Tutorial](#)

Quality: 13,676 global accepts · Rating: 1100 · first AC: 2026-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, implementation, math, sortings
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86.

2155B

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87.

2146B

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88.

2104C

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89.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 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: 23,123 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

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Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
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92.

1901B

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Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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93.

1838B

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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
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- 96.**
1832B
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- 97.**
1826B
[Lunatic Never Content](#) · [Tutorial](#)
Quality: 28,168 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: 23,012 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: 24,615 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: 22,227 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: 17,096 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: 15,520 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: 15,699 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: 20,896 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: 19,883 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: 30,967 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: 14,835 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: 34,397 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: 19,020 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: 12,486 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: 11,101 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: 10,899 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: 15,721 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: 15,403 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: 12,855 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: 14,990 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: 13,493 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: 14,100 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: 16,976 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: 10,647 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: 8,922 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: 12,223 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: 13,231 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: 12,794 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: 28,581 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: 13,163 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: 14,480 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: 11,599 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: 14,239 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: 13,032 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: 17,320 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: 21,972 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: 12,524 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: 5,489 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: 11,775 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: 10,461 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: 9,748 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: 14,612 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: 26,538 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: 12,470 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: 12,651 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: 7,854 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: 8,949 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: 19,921 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: 12,357 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: 8,930 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: 8,639 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: 25,295 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: 3,494 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: 6,697 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: 8,133 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: 6,756 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: 7,489 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: 7,498 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: 3,457 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: 7,147 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: 10,491 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: 9,477 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: 11,565 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: 5,322 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: 4,783 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: 4,202 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: 5,287 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: 5,567 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: 5,761 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: 6,294 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: 6,662 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: 7,000 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: 6,395 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: 10,673 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: 9,773 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: 11,875 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: 4,201 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: 6,254 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: 10,276 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: 1,977 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: 2,990 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: 7,131 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: 4,312 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: 1,991 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: 1,357 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: 2,614 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: 4,639 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: 5,401 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: 4,064 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: 2,511 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: 11,990 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: 2,778 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: 3,906 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: 1,246 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: 4,145 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: 1,438 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: 1,089 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: 4,425 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: 2,320 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: 3,382 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: 4,521 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: 1,776 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: 2,770 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: 2,238 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: 2,062 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: 1,274 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: 1,601 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: 9,043 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: 1,756 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: 2,536 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: 5,469 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: 1,931 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: 704 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: 2,054 global accepts · Rating: 2300 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, divide and conquer, greedy, hashing
[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: 2,062 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: 2,600 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: 2,267 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: 5,859 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: 2,587 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: 931 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: 2,962 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: 7,753 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: 18,406 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: 6,534 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: 1,466 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: 5,614 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: 2,951 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: 8,018 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: 1,402 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: 785 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: 2,329 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: 2,253 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: 2,035 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: 352 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: 6,273 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: 1,294 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: 1,210 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, EXPlOitation, and Gain Some EXPerience!](#) · [Tutorial](#)

Quality: 114 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: 1,922 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: 1,577 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: 2,917 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: 2,309 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: 2,508 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: 688 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: 1,295 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: 740 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: 1,828 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: 494 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: 750 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: 1,383 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: 1,944 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: 3,187 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: 4,774 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: 7,275 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: 9,993 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

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

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[bdfs then CSDN's solution](#)

550.

105562E

[Evolving Etymology](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[bdfs then CSDN's solution](#)

551.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[bdfs then CSDN's solution](#)

552.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[bdfs then CSDN's solution](#)

553.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[bdfs then CSDN's solution](#)

554.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,211 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[bdfs then CSDN's solution](#)

555.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,993 global accepts · Rating: — · first AC: 2026-04-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[bdfs then CSDN's solution](#)

556.

105617J

[Nightmare Sum](#) · Tutorial

Rating: — · first AC: 2025-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

557.

105484G

[Binary Tree](#) · Tutorial

Rating: — · first AC: 2025-10-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

558.

1192B

[Dynamic Diameter](#) · Tutorial

Quality: 1,560 global accepts · Rating: — · first AC: 2024-03-20 · last AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[bdfs_then_CSDN's solution](#)

559.

100299E

[Escape](#) · Tutorial

Rating: — · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

560.

392E

[Deleting Substrings](#) · Tutorial

Quality: 187 global accepts · Rating: — · first AC: 2023-11-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

561.

103470L

[Secret of Tianqiu Valley](#) · Tutorial

Rating: — · first AC: 2023-11-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

562.

103148D

[Lanterns](#) · Tutorial

Rating: — · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[bdfs_then_CSDN's solution](#)

563.

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