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Unique solved — chen zida

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

Sort: [Problem rating](#) · [easier first](#)

Filters: none

Count: 866

1.

2172A

[ASCII Art Contest](#) · [Tutorial](#)

Quality: 14,522 global accepts · Rating: 800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[chen_zida's solution](#)

2.

2154A

[Notelock](#) · [Tutorial](#)

Quality: 23,164 global accepts · Rating: 800 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[chen_zida's solution](#)

3.

2147A

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

Quality: 18,628 global accepts · Rating: 800 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[chen_zida's solution](#)

4.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,574 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[chen_zida's solution](#)

5.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[chen_zida's solution](#)

6.

2035A

[Sliding](#) · [Tutorial](#)

Quality: 17,847 global accepts · Rating: 800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[chen_zida's solution](#)

7.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[chen_zida's solution](#)

8.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[chen_zida's solution](#)

9.

2003B

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

Quality: 27,528 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[chen_zida's solution](#)

10.

2003A

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

Quality: 32,664 global accepts · Rating: 800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[chen_zida's solution](#)

11.

1989A

[Catch the Coin](#) · [Tutorial](#)

Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[chen_zida's solution](#)

12.

1742B

[Increasing](#) · [Tutorial](#)

Quality: 61,089 global accepts · Rating: 800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[chen_zida's solution](#)

13.

1742A

[Sum](#) · [Tutorial](#)

Quality: 104,290 global accepts · Rating: 800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[chen_zida's solution](#)

14.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy
[chen_zida's solution](#)

15.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chen_zida's solution](#)

16.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,591 global accepts · Rating: 800 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[chen_zida's solution](#)

17.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[chen_zida's solution](#)

18.

1680A

[Minimums and Maximums](#) · [Tutorial](#)

Quality: 22,351 global accepts · Rating: 800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[chen_zida's solution](#)

19.

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[chen_zida's solution](#)

20.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[chen_zida's solution](#)

21.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math

[chen_zida's solution](#)

22.

1562A

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

Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[chen_zida's solution](#)

23.

1065A

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

Quality: 15,264 global accepts · Rating: 800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chen_zida's solution](#)

24.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,632 global accepts · Rating: 800 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[chen_zida's solution](#)

25.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[chen_zida's solution](#)

26.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,397 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math

[chen_zida's solution](#)

27.

1519A

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

Quality: 30,558 global accepts · Rating: 800 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: math

[chen_zida's solution](#)

28.

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,024 global accepts · Rating: 800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[chen_zida's solution](#)

29.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math

[chen_zida's solution](#)

30.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,808 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy

[chen_zida's solution](#)

31.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,583 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings

[chen_zida's solution](#)

32.

1337A

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

Quality: 42,908 global accepts · Rating: 800 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[chen_zida's solution](#)

33.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,783 global accepts · Rating: 800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: math

[chen_zida's solution](#)

34.

2035B

[Everyone Loves Tres](#) · [Tutorial](#)

Quality: 20,571 global accepts · Rating: 900 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[chen_zida's solution](#)

35.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[chen_zida's solution](#)

36.

1988A

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

Quality: 26,995 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[chen_zida's solution](#)

37.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,080 global accepts · Rating: 900 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[chen_zida's solution](#)

38.

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,315 global accepts · Rating: 900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[chen_zida's solution](#)

39.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chen_zida's solution](#)

40.

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: math

[chen_zida's solution](#)

41.

1107A

[Digits Sequence Dividing](#) · [Tutorial](#)

Quality: 12,773 global accepts · Rating: 900 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[chen_zida's solution](#)

42.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[chen_zida's solution](#)

43.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,944 global accepts · Rating: 900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[chen_zida's solution](#)

44.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[chen_zida's solution](#)

45.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[chen_zida's solution](#)

46.

1335B

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

Quality: 42,595 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

47.

2154B

[Make it Zigzag](#) · [Tutorial](#)

Quality: 19,809 global accepts · Rating: 1000 · first AC: 2025-10-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

48.

2147B

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

Quality: 16,957 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

49.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,714 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[chen_zida's solution](#)

50.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[chen_zida's solution](#)

51.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,721 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chen_zida's solution](#)

52.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chen_zida's solution](#)

53.

1073A

[Diverse Substring](#) · [Tutorial](#)

Quality: 17,054 global accepts · Rating: 1000 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[chen_zida's solution](#)

54.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,810 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[chen_zida's solution](#)

55.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 16,997 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[chen_zida's solution](#)

56.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,568 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[chen_zida's solution](#)

57.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,102 global accepts · Rating: 1100 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, number theory
[chen_zida's solution](#)

58.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-04 · last AC: 2022-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[chen_zida's solution](#)

59.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[chen_zida's solution](#)

60.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[chen_zida's solution](#)

61.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings
[chen_zida's solution](#)

62.

2172E

[Number Maze](#) · [Tutorial](#)

Quality: 5,894 global accepts · Rating: 1200 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[chen_zida's solution](#)

63.

2135A

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

Quality: 18,330 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[chen_zida's solution](#)

64.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[chen_zida's solution](#)

65.

2003C

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

Quality: 21,661 global accepts · Rating: 1200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[chen_zida's solution](#)

66.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[chen_zida's solution](#)

67.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,616 global accepts · Rating: 1200 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math

[chen_zida's solution](#)

68.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

69.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[chen_zida's solution](#)

70.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

71.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[chen_zida's solution](#)

72.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math

[chen_zida's solution](#)

73.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,649 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[chen_zida's solution](#)

74.

2172M

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

Quality: 5,815 global accepts · Rating: 1300 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[chen_zida's solution](#)

75.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,294 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[chen_zida's solution](#)

76.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[chen_zida's solution](#)

77.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search

[chen_zida's solution](#)

78.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[chen_zida's solution](#)

79.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chen_zida's solution](#)

80.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers

[chen_zida's solution](#)

81.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs

[chen_zida's solution](#)

82.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 1300 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[chen_zida's solution](#)

83.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[chen_zida's solution](#)

84.

2035C

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

Quality: 11,529 global accepts · Rating: 1400 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[chen_zida's solution](#)

85.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[chen_zida's solution](#)

86.

1696C

[Fishingprince Plays With Array · Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chen_zida's solution](#)

87.

1375C

[Element Extermination · Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[chen_zida's solution](#)

88.

1764C

[Doremy's City Construction · Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[chen_zida's solution](#)

89.

1761C

[Set Construction · Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chen_zida's solution](#)

90.

1628A

[Meximum Array · Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[chen_zida's solution](#)

91.

1648A

[Weird Sum · Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[chen_zida's solution](#)

92.

1540A

[Great Graphs · Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[chen_zida's solution](#)

93.

1535C

[Unstable String · Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[chen_zida's solution](#)

94.

1519C

[Berland Regional · Tutorial](#)

Quality: 22,460 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[chen_zida's solution](#)

95.

816B

[Karen and Coffee · Tutorial](#)

Quality: 27,367 global accepts · Rating: 1400 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, data structures,

implementation

[chen_zida's solution](#)

96.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chen_zida's solution](#)

97.

2147C

[Rabbits](#) · [Tutorial](#)

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

[chen_zida's solution](#)

98.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[chen_zida's solution](#)

99.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[chen_zida's solution](#)

100.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[chen_zida's solution](#)

101.

1742G

[Orray](#) · [Tutorial](#)

Quality: 13,264 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy, math, sortings

[chen_zida's solution](#)

102.

1742F

[Smaller](#) · [Tutorial](#)

Quality: 14,014 global accepts · Rating: 1500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings

[chen_zida's solution](#)

103.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1500 · first AC: 2023-02-21 · last AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[chen_zida's solution](#)

104.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,151 global accepts · Rating: 1500 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[chen_zida's solution](#)

105.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[chen_zida's solution](#)

106.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,309 global accepts · Rating: 1500 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[chen_zida's solution](#)

107.

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, math
[chen_zida's solution](#)

108.

1542B

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

Quality: 26,536 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[chen_zida's solution](#)

109.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[chen_zida's solution](#)

110.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[chen_zida's solution](#)

111.

2172F

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

Quality: 3,890 global accepts · Rating: 1600 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, math
[chen_zida's solution](#)

112.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,616 global accepts · Rating: 1600 · first AC: 2024-10-31 · last AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math
[chen_zida's solution](#)

113.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms
[chen_zida's solution](#)

114.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[chen_zida's solution](#)

115.

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,606 global accepts · Rating: 1600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

116.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[chen_zida's solution](#)

117.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[chen_zida's solution](#)

118.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,620 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[chen_zida's solution](#)

119.

1065C

[Make It Equal](#) · [Tutorial](#)

Quality: 8,291 global accepts · Rating: 1600 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chen_zida's solution](#)

120.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,181 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[chen_zida's solution](#)

121.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[chen_zida's solution](#)

122.

1374E1

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

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[chen_zida's solution](#)

123.

1337C

[Linova and Kingdom](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[chen_zida's solution](#)

124.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

125.

2159A

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

Quality: 8,131 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[chen_zida's solution](#)

126.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[chen_zida's solution](#)

127.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[chen_zida's solution](#)

128.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation
[chen_zida's solution](#)

129.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[chen_zida's solution](#)

130.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,366 global accepts · Rating: 1700 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees
[chen_zida's solution](#)

131.

29C

[Mail Stamps](#) · [Tutorial](#)

Quality: 6,479 global accepts · Rating: 1700 · first AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation
[chen_zida's solution](#)

132.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, interactive
[chen_zida's solution](#)

133.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

134.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers
[chen_zida's solution](#)

135.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,770 global accepts · Rating: 1700 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[chen_zida's solution](#)

136.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chen_zida's solution](#)

137.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[chen_zida's solution](#)

138.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[chen_zida's solution](#)

139.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chen_zida's solution](#)

140.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[chen_zida's solution](#)

141.

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[chen_zida's solution](#)

142.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[chen_zida's solution](#)

143.

2172B

[Buses](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[chen_zida's solution](#)

144.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[chen_zida's solution](#)

145.

2035D

[Yet Another Real Number Problem](#) · [Tutorial](#)

Quality: 5,829 global accepts · Rating: 1800 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation, math

[chen_zida's solution](#)

146.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[chen_zida's solution](#)

147.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[chen_zida's solution](#)

148.

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

149.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[chen_zida's solution](#)

150.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, math

[chen_zida's solution](#)

151.

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,485 global accepts · Rating: 1800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[chen_zida's solution](#)

152.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[chen_zida's solution](#)

153.

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,436 global accepts · Rating: 1800 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[chen_zida's solution](#)

154.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[chen_zida's solution](#)

155.

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[chen_zida's solution](#)

156.

471D

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

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[chen_zida's solution](#)

157.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[chen_zida's solution](#)

158.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: math
[chen_zida's solution](#)

159.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

160.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: dp, strings
[chen_zida's solution](#)

161.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,330 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[chen_zida's solution](#)

162.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-01-30 · last AC: 2025-07-06 · GNU C++11 (first AC) · Tags: data structures
[chen_zida's solution](#)

163.

959E

[Mahmoud and Ehab and the xor-MST](#) · [Tutorial](#)

Quality: 3,767 global accepts · Rating: 1900 · first AC: 2021-01-30 · last AC: 2025-07-06 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, implementation, math
[chen_zida's solution](#)

164.

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers
[chen_zida's solution](#)

165.

535C

[Tavas and Karafs](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[chen_zida's solution](#)

166.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[chen_zida's solution](#)

167.

496D

[Tennis Game](#) · [Tutorial](#)

Quality: 3,200 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search

[chen_zida's solution](#)

168.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[chen_zida's solution](#)

169.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[chen_zida's solution](#)

170.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[chen_zida's solution](#)

171.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[chen_zida's solution](#)

172.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2024-10-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[chen_zida's solution](#)

173.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[chen_zida's solution](#)

174.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers

[chen_zida's solution](#)

175.

1986F

[Non-academic Problem](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 1900 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[chen_zida's solution](#)

176.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp,

greedy, sortings

[chen_zida's solution](#)

177.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[chen_zida's solution](#)

178.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[chen_zida's solution](#)

179.

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[chen_zida's solution](#)

180.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[chen_zida's solution](#)

181.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[chen_zida's solution](#)

182.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · last AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[chen_zida's solution](#)

183.

455B

[A Lot of Games](#) · [Tutorial](#)

Quality: 6,847 global accepts · Rating: 1900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, implementation, strings, trees

[chen_zida's solution](#)

184.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,412 global accepts · Rating: 1900 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, math

[chen_zida's solution](#)

185.

459E

[Pashmak and Graph](#) · [Tutorial](#)

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp, sortings

[chen_zida's solution](#)

186.

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,540 global accepts · Rating: 1900 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, dp, greedy,

trees

[chen_zida's solution](#)

187.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: data structures, greedy

[chen_zida's solution](#)

188.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[chen_zida's solution](#)

189.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures

[chen_zida's solution](#)

190.

862C

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

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

191.

476D

[Dreamoon and Sets](#) · [Tutorial](#)

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[chen_zida's solution](#)

192.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[chen_zida's solution](#)

193.

893D

[Credit Card](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[chen_zida's solution](#)

194.

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy

[chen_zida's solution](#)

195.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures, number theory, two pointers

[chen_zida's solution](#)

196.

819B

[Mister B and PR Shifts](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 1900 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[chen_zida's solution](#)

197.

780D

[Innokenty and a Football League](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: 2-sat, graphs, greedy, implementation, shortest paths, strings

[chen_zida's solution](#)

198.

835D

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

Quality: 4,660 global accepts · Rating: 1900 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, strings

[chen_zida's solution](#)

199.

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,480 global accepts · Rating: 1900 · first AC: 2021-03-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[chen_zida's solution](#)

200.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2021-02-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[chen_zida's solution](#)

201.

366C

[Dima and Salad](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 1900 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: dp

[chen_zida's solution](#)

202.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: data structures, trees

[chen_zida's solution](#)

203.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[chen_zida's solution](#)

204.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp

[chen_zida's solution](#)

205.

965D

[Single-use Stones](#) · [Tutorial](#)

Quality: 3,345 global accepts · Rating: 1900 · first AC: 2021-01-30 · GNU C++11 (first AC) · Tags: binary search, flows, greedy, two pointers

[chen_zida's solution](#)

206.

319B

[Psychos in a Line](#) · [Tutorial](#)

Quality: 4,746 global accepts · Rating: 1900 · first AC: 2021-01-27 · GNU C++11 (first AC) · Tags: data structures, implementation

[chen_zida's solution](#)

207.

1029D

[Concatenated Multiples](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2020-12-21 · GNU C++11 (first AC) · Tags: implementation, math

[chen_zida's solution](#)

208.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-12-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[chen_zida's solution](#)

209.

2201C

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

Quality: 1,988 global accepts · Rating: 2000 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[chen_zida's solution](#)

210.

2172I

[Birthday](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2000 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[chen_zida's solution](#)

211.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,369 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees

[chen_zida's solution](#)

212.

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,885 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[chen_zida's solution](#)

213.

2096D

[Wonderful Lightbulbs](#) · [Tutorial](#)

Quality: 5,600 global accepts · Rating: 2000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[chen_zida's solution](#)

214.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,010 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[chen_zida's solution](#)

215.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[chen_zida's solution](#)

216.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[chen_zida's solution](#)

217.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chen_zida's solution](#)

218.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy
[chen_zida's solution](#)

219.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[chen_zida's solution](#)

220.

1641B

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

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings
[chen_zida's solution](#)

221.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[chen_zida's solution](#)

222.

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math
[chen_zida's solution](#)

223.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[chen_zida's solution](#)

224.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, number theory
[chen_zida's solution](#)

225.

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: dp, matrices
[chen_zida's solution](#)

226.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings
[chen_zida's solution](#)

227.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[chen_zida's solution](#)

228.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,259 global accepts · Rating: 2000 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dp, strings

[chen_zida's solution](#)

229.

432D

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

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings, two pointers

[chen_zida's solution](#)

230.

2172K

[Kindergarten Homework](#) · [Tutorial](#)

Quality: 843 global accepts · Rating: 2100 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[chen_zida's solution](#)

231.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[chen_zida's solution](#)

232.

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[chen_zida's solution](#)

233.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[chen_zida's solution](#)

234.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[chen_zida's solution](#)

235.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[chen_zida's solution](#)

236.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-07-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[chen_zida's solution](#)

237.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[chen_zida's solution](#)

238.

348B

[Apple Tree](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, number theory, trees
[chen_zida's solution](#)

239.

1029E

[Tree with Small Distances](#) · [Tutorial](#)

Quality: 3,416 global accepts · Rating: 2100 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: dp, graphs, greedy
[chen_zida's solution](#)

240.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: dp, math, number theory
[chen_zida's solution](#)

241.

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: data structures, math
[chen_zida's solution](#)

242.

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-04-08 · last AC: 2021-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs
[chen_zida's solution](#)

243.

847F

[Berland Elections](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2100 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: greedy, sortings
[chen_zida's solution](#)

244.

850B

[Arpa and a list of numbers](#) · [Tutorial](#)

Quality: 2,132 global accepts · Rating: 2100 · first AC: 2021-04-08 · GNU C++11 (first AC) · Tags: implementation, number theory
[chen_zida's solution](#)

245.

852E

[Casinos and travel](#) · [Tutorial](#)

Quality: 1,203 global accepts · Rating: 2100 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: dp
[chen_zida's solution](#)

246.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: data structures
[chen_zida's solution](#)

247.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2021-04-07 · last AC: 2021-04-07 · GNU C++11 (first AC) · Tags: binary search, flows, graph matchings, shortest paths
[chen_zida's solution](#)

248.

862E

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

Quality: 2,177 global accepts · Rating: 2100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[chen_zida's solution](#)

249.

877D

[Olya and Energy Drinks](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 2100 · first AC: 2021-04-06 · last AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[chen_zida's solution](#)

250.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

[chen_zida's solution](#)

251.

912D

[Fishes](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, graphs, greedy, probabilities, shortest paths

[chen_zida's solution](#)

252.

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[chen_zida's solution](#)

253.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[chen_zida's solution](#)

254.

988E

[Divisibility by 25](#) · [Tutorial](#)

Quality: 4,427 global accepts · Rating: 2100 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: brute force, greedy

[chen_zida's solution](#)

255.

985E

[Pencils and Boxes](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[chen_zida's solution](#)

256.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[chen_zida's solution](#)

257.

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[chen_zida's solution](#)

258.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: data structures, dp

[chen_zida's solution](#)

259.

1077F2

[Pictures with Kittens \(hard version\) · Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: data structures, dp
[chen_zida's solution](#)

260.

1183F

[Topforces Strikes Back · Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: brute force, math, sortings
[chen_zida's solution](#)

261.

1176F

[Destroy it! · Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: dp, implementation, sortings
[chen_zida's solution](#)

262.

1167E

[Range Deleting · Tutorial](#)

Quality: 2,924 global accepts · Rating: 2100 · first AC: 2021-03-29 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, two pointers
[chen_zida's solution](#)

263.

1466F

[Euclid's nightmare · Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-03-25 · last AC: 2021-03-26 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[chen_zida's solution](#)

264.

1472F

[New Year's Puzzle · Tutorial](#)

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[chen_zida's solution](#)

265.

1472G

[Moving to the Capital · Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[chen_zida's solution](#)

266.

1387B1

[Village \(Minimum\) · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: *special, dp, greedy, trees
[chen_zida's solution](#)

267.

1393D

[Rarity and New Dress · Tutorial](#)

Quality: 4,191 global accepts · Rating: 2100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
[chen_zida's solution](#)

268.

1389D

[Segment Intersections · Tutorial](#)

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[chen_zida's solution](#)

269.

1360H

[Binary Median](#) · [Tutorial](#)

Quality: 4,861 global accepts · Rating: 2100 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms

[chen_zida's solution](#)

270.

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: brute force, implementation, trees

[chen_zida's solution](#)

271.

955C

[Sad powers](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-03-23 · GNU C++11 (first AC) · Tags: binary search, math, number theory

[chen_zida's solution](#)

272.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,062 global accepts · Rating: 2100 · first AC: 2021-03-20 · GNU C++11 (first AC) · Tags: data structures

[chen_zida's solution](#)

273.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[chen_zida's solution](#)

274.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,920 global accepts · Rating: 2100 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees

[chen_zida's solution](#)

275.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[chen_zida's solution](#)

276.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2021-03-04 · last AC: 2021-03-04 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[chen_zida's solution](#)

277.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[chen_zida's solution](#)

278.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures, two pointers

[chen_zida's solution](#)

279.

615E

[Hexagons](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2100 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: binary search, implementation, math
[chen_zida's solution](#)

280.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[chen_zida's solution](#)

281.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[chen_zida's solution](#)

282.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[chen_zida's solution](#)

283.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[chen_zida's solution](#)

284.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[chen_zida's solution](#)

285.

1092D1

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

Quality: 5,675 global accepts · Rating: 2200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[chen_zida's solution](#)

286.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chen_zida's solution](#)

287.

1424M

[Ancient Language](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, sortings

[chen_zida's solution](#)

288.

958E2

[Guard Duty \(medium\)](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, sortings

[chen_zida's solution](#)

289.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[chen_zida's solution](#)

290.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings

[chen_zida's solution](#)

291.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[chen_zida's solution](#)

292.

1065D

[Three Pieces](#) · [Tutorial](#)

Quality: 1,445 global accepts · Rating: 2200 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, shortest paths

[chen_zida's solution](#)

293.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[chen_zida's solution](#)

294.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[chen_zida's solution](#)

295.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[chen_zida's solution](#)

296.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, strings, trees

[chen_zida's solution](#)

297.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[chen_zida's solution](#)

298.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: data structures

[chen_zida's solution](#)

299.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2021-03-30 · GNU C++11 (first AC) · Tags: dfs and similar, shortest paths

[chen_zida's solution](#)

300.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[chen_zida's solution](#)

301.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[chen_zida's solution](#)

302.

1175E

[Minimal Segment Cover](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[chen_zida's solution](#)

303.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[chen_zida's solution](#)

304.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,600 global accepts · Rating: 2200 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: brute force, interactive, math

[chen_zida's solution](#)

305.

916D

[Jamie and To-do List](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2200 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: data structures, interactive, trees

[chen_zida's solution](#)

306.

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2200 · first AC: 2021-01-07 · last AC: 2021-01-12 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[chen_zida's solution](#)

307.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp

[chen_zida's solution](#)

308.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[chen_zida's solution](#)

309.

2172L

[Maximum Color Segment](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2300 · first AC: 2026-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[chen_zida's solution](#)

310.

2172J

[Sliding Tiles](#) · [Tutorial](#)

Quality: 562 global accepts · Rating: 2300 · first AC: 2026-01-21 · last AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu

[chen_zida's solution](#)

311.

2159C

[Twin Polynomials](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2300 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graph matchings, math

[chen_zida's solution](#)

312.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[chen_zida's solution](#)

313.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[chen_zida's solution](#)

314.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[chen_zida's solution](#)

315.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[chen_zida's solution](#)

316.

2035E

[Monster](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2300 · first AC: 2024-10-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation, math, ternary search

[chen_zida's solution](#)

317.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[chen_zida's solution](#)

318.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[chen_zida's solution](#)

319.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[chen_zida's solution](#)

320.

1768E

[Partial Sorting](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2024-06-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[chen_zida's solution](#)

321.

803G

[Periodic RMQ Problem](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2023-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[chen_zida's solution](#)

322.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers
[chen_zida's solution](#)

323.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math
[chen_zida's solution](#)

324.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings
[chen_zida's solution](#)

325.

1528C

[Trees of Tranquillity](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[chen_zida's solution](#)

326.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-08 · last AC: 2022-01-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory
[chen_zida's solution](#)

327.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-03-18 · last AC: 2022-01-04 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[chen_zida's solution](#)

328.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-12-21 · last AC: 2021-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[chen_zida's solution](#)

329.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[chen_zida's solution](#)

330.

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
[chen_zida's solution](#)

331.

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy
[chen_zida's solution](#)

332.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

333.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-03-15 · last AC: 2021-10-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees
[chen_zida's solution](#)

334.

1404C

[Fixed Point Removal](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[chen_zida's solution](#)

335.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2300 · first AC: 2021-08-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[chen_zida's solution](#)

336.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, strings
[chen_zida's solution](#)

337.

802G3

[Fake News \(hard\)](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
[chen_zida's solution](#)

338.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: binary search, dp
[chen_zida's solution](#)

339.

1015F

[Bracket Substring](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: dp, strings
[chen_zida's solution](#)

340.

808G

[Anthem of Berland](#) · [Tutorial](#)

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: dp, strings

[chen_zida's solution](#)

341.

2096E

[Wonderful Teddy Bears](#) · [Tutorial](#)

Quality: 2,046 global accepts · Rating: 2400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[chen_zida's solution](#)

342.

2097C

[Bermuda Triangle](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2400 · first AC: 2025-04-30 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, geometry, implementation, math, number theory

[chen_zida's solution](#)

343.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[chen_zida's solution](#)

344.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[chen_zida's solution](#)

345.

2001E1

[Deterministic Heap \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 2400 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[chen_zida's solution](#)

346.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-02-26 · last AC: 2023-03-31 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[chen_zida's solution](#)

347.

1732D2

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

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[chen_zida's solution](#)

348.

1786F

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, games, math

[chen_zida's solution](#)

349.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[chen_zida's solution](#)

350.

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-11-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[chen_zida's solution](#)

351.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[chen_zida's solution](#)

352.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[chen_zida's solution](#)

353.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[chen_zida's solution](#)

354.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[chen_zida's solution](#)

355.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[chen_zida's solution](#)

356.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[chen_zida's solution](#)

357.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[chen_zida's solution](#)

358.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[chen_zida's solution](#)

359.

329C

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

Quality: 1,010 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

360.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[chen_zida's solution](#)

361.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp

[chen_zida's solution](#)

362.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, probabilities

[chen_zida's solution](#)

363.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[chen_zida's solution](#)

364.

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[chen_zida's solution](#)

365.

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[chen_zida's solution](#)

366.

822E

[Liar](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 2400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures

[chen_zida's solution](#)

367.

1455E

[Four Points](#) · [Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[chen_zida's solution](#)

368.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[chen_zida's solution](#)

369.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-08-25 · last AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chen_zida's solution](#)

370.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths, trees

[chen_zida's solution](#)

371.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[chen_zida's solution](#)

372.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[chen_zida's solution](#)

373.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs

[chen_zida's solution](#)

374.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: brute force, string suffix structures, strings

[chen_zida's solution](#)

375.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[chen_zida's solution](#)

376.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2400 · first AC: 2021-02-04 · GNU C++11 (first AC) · Tags: strings

[chen_zida's solution](#)

377.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[chen_zida's solution](#)

378.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: data structures, dp

[chen_zida's solution](#)

379.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2020-10-20 · GNU C++11 (first AC) · Tags: dp

[chen_zida's solution](#)

380.

2172H

[Shuffling Cards with Problem Solver 68!](#) · [Tutorial](#)

Quality: 302 global accepts · Rating: 2500 · first AC: 2026-01-21 · C++17 (GCC 7-32) (first AC) · Tags: hashing, string suffix structures, strings

[chen_zida's solution](#)

381.

2133E

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

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2026-01-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[chen_zida's solution](#)

382.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[chen_zida's solution](#)

383.

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[chen_zida's solution](#)

384.

1976E

[Splittable Permutations](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, greedy, math, trees

[chen_zida's solution](#)

385.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[chen_zida's solution](#)

386.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2025-03-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[chen_zida's solution](#)

387.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2025-02-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[chen_zida's solution](#)

388.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-02-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[chen_zida's solution](#)

389.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2025-02-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[chen_zida's solution](#)

390.

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2025-02-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, graph matchings

[chen_zida's solution](#)

391.

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2025-02-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

392.

1903D2

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

Quality: 1,026 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy
[chen_zida's solution](#)

393.

1891E

[Brukhovich and Exams · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2500 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[chen_zida's solution](#)

394.

1876D

[Lexichromatography · Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-02-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers
[chen_zida's solution](#)

395.

2057E2

[Another Exercise on Graphs \(hard version\) · Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings
[chen_zida's solution](#)

396.

1550E

[Stringforces · Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[chen_zida's solution](#)

397.

2035F

[Tree Operations · Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2024-10-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees
[chen_zida's solution](#)

398.

1859E

[Maximum Monogonosity · Tutorial](#)

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-10-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[chen_zida's solution](#)

399.

1858E1

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

Quality: 1,554 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees
[chen_zida's solution](#)

400.

1854C

[Expected Destruction · Tutorial](#)

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[chen_zida's solution](#)

401.

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[chen_zida's solution](#)

402.

1796E

[Colored Subgraphs](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2024-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, greedy, trees
[chen_zida's solution](#)

403.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[chen_zida's solution](#)

404.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[chen_zida's solution](#)

405.

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, math
[chen_zida's solution](#)

406.

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

407.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math
[chen_zida's solution](#)

408.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees
[chen_zida's solution](#)

409.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees
[chen_zida's solution](#)

410.

1798F

[Gifts from Grandfather Ahmed](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2500 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[chen_zida's solution](#)

411.

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, dsu, math
[chen_zida's solution](#)

412.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[chen_zida's solution](#)

413.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math
[chen_zida's solution](#)

414.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2022-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[chen_zida's solution](#)

415.

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math
[chen_zida's solution](#)

416.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees
[chen_zida's solution](#)

417.

1661E

[Narrow Components](#) · [Tutorial](#)

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees
[chen_zida's solution](#)

418.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math
[chen_zida's solution](#)

419.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-03-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees
[chen_zida's solution](#)

420.

166D

[Shoe Store](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, greedy, sortings, two pointers
[chen_zida's solution](#)

421.

1625E1

[Cats on the Upgrade \(easy version\) · Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-02-25 · last AC: 2022-03-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[chen_zida's solution](#)

422.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa! · Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[chen_zida's solution](#)

423.

1637F

[Towers · Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[chen_zida's solution](#)

424.

1611G

[Robot and Candies · Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graph matchings, greedy

[chen_zida's solution](#)

425.

1076F

[Summer Practice Report · Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

426.

1313D

[Happy New Year · Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[chen_zida's solution](#)

427.

295E

[Yaroslav and Points · Tutorial](#)

Quality: 818 global accepts · Rating: 2500 · first AC: 2021-05-18 · last AC: 2021-10-08 · GNU C++11 (first AC) · Tags: data structures

[chen_zida's solution](#)

428.

1548C

[The Three Little Pigs · Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[chen_zida's solution](#)

429.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, strings

[chen_zida's solution](#)

430.

383B

[Volcanoes · Tutorial](#)

Quality: 783 global accepts · Rating: 2500 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, two pointers

[chen_zida's solution](#)

431.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[chen_zida's solution](#)

432.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math

[chen_zida's solution](#)

433.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, string suffix structures, strings

[chen_zida's solution](#)

434.

1073F

[Choosing Two Paths](#) · [Tutorial](#)

Quality: 593 global accepts · Rating: 2500 · first AC: 2021-08-24 · last AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[chen_zida's solution](#)

435.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[chen_zida's solution](#)

436.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math

[chen_zida's solution](#)

437.

379E

[New Year Tree Decorations](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: geometry, schedules, sortings

[chen_zida's solution](#)

438.

370E

[Summer Reading](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

439.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[chen_zida's solution](#)

440.

360C

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

Quality: 1,226 global accepts · Rating: 2500 · first AC: 2021-08-02 · GNU C++11 (first AC) · Tags: combinatorics, dp

[chen_zida's solution](#)

441.

329D

[The Evil Temple and the Moving Rocks](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 2500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[chen_zida's solution](#)

442.

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-07-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings
[chen_zida's solution](#)

443.

348C

[Subset Sums](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2500 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: brute force, data structures
[chen_zida's solution](#)

444.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dp, matrices
[chen_zida's solution](#)

445.

351C

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

Quality: 631 global accepts · Rating: 2500 · first AC: 2021-07-31 · GNU C++11 (first AC) · Tags: dp, matrices
[chen_zida's solution](#)

446.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[chen_zida's solution](#)

447.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[chen_zida's solution](#)

448.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[chen_zida's solution](#)

449.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation
[chen_zida's solution](#)

450.

121D

[Lucky Segments](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[chen_zida's solution](#)

451.

555D

[Case of a Top Secret](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2500 · first AC: 2021-07-01 · last AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[chen_zida's solution](#)

452.

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chen_zida's solution](#)

453.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[chen_zida's solution](#)

454.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[chen_zida's solution](#)

455.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[chen_zida's solution](#)

456.

594B

[Max and Bike](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[chen_zida's solution](#)

457.

566G

[Max and Min](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[chen_zida's solution](#)

458.

594D

[REQ](#) · [Tutorial](#)

Quality: 2,018 global accepts · Rating: 2500 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[chen_zida's solution](#)

459.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings

[chen_zida's solution](#)

460.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[chen_zida's solution](#)

461.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[chen_zida's solution](#)

462.

666C

[Codeword](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings
[chen_zida's solution](#)

463.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,303 global accepts · Rating: 2500 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search
[chen_zida's solution](#)

464.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[chen_zida's solution](#)

465.

610E

[Alphabet Permutations](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings
[chen_zida's solution](#)

466.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings
[chen_zida's solution](#)

467.

729F

[Financiers Game](#) · [Tutorial](#)

Quality: 1,070 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp
[chen_zida's solution](#)

468.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[chen_zida's solution](#)

469.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities
[chen_zida's solution](#)

470.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[chen_zida's solution](#)

471.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees
[chen_zida's solution](#)

472.

799E

[Aquarium decoration](#) · [Tutorial](#)

Quality: 1,053 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers
[chen_zida's solution](#)

473.

771D

[Bear and Company](#) · [Tutorial](#)

Quality: 1,625 global accepts · Rating: 2500 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp
[chen_zida's solution](#)

474.

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs
[chen_zida's solution](#)

475.

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[chen_zida's solution](#)

476.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[chen_zida's solution](#)

477.

628F

[Bear and Fair Set](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[chen_zida's solution](#)

478.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy
[chen_zida's solution](#)

479.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[chen_zida's solution](#)

480.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[chen_zida's solution](#)

481.

138D

[World of Darkraft](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, games
[chen_zida's solution](#)

482.

185C

[Clever Fat Rat](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp
[chen_zida's solution](#)

483.

152E

[Garden](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[chen_zida's solution](#)

484.

264D

[Colorful Stones](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2500 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, two pointers
[chen_zida's solution](#)

485.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2021-05-27 · last AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, implementation
[chen_zida's solution](#)

486.

884F

[Anti-Palindromize](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: flows, graphs, greedy
[chen_zida's solution](#)

487.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[chen_zida's solution](#)

488.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[chen_zida's solution](#)

489.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[chen_zida's solution](#)

490.

888F

[Connecting Vertices](#) · [Tutorial](#)

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: dp, graphs
[chen_zida's solution](#)

491.

946G

[Almost Increasing Array](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, dp
[chen_zida's solution](#)

492.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: data structures, dp
[chen_zida's solution](#)

493.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[chen_zida's solution](#)

494.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-05-19 · GNU C++11 (first AC) · Tags: dp, greedy, trees

[chen_zida's solution](#)

495.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: dp

[chen_zida's solution](#)

496.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: bitmasks, dp, greedy, sortings

[chen_zida's solution](#)

497.

301C

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

Quality: 488 global accepts · Rating: 2500 · first AC: 2021-05-18 · PHP (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

498.

297D

[Color the Carpet](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 2500 · first AC: 2021-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms

[chen_zida's solution](#)

499.

317C

[Balance](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2500 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[chen_zida's solution](#)

500.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-05-17 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[chen_zida's solution](#)

501.

220D

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

Quality: 314 global accepts · Rating: 2500 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: geometry, math

[chen_zida's solution](#)

502.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2021-05-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu

[chen_zida's solution](#)

503.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[chen_zida's solution](#)

504.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

505.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[chen_zida's solution](#)

506.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[chen_zida's solution](#)

507.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[chen_zida's solution](#)

508.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[chen_zida's solution](#)

509.

93C

[Azembler](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, implementation

[chen_zida's solution](#)

510.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[chen_zida's solution](#)

511.

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[chen_zida's solution](#)

512.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: binary search, geometry

[chen_zida's solution](#)

513.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[chen_zida's solution](#)

514.

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

515.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-05-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms
[chen_zida's solution](#)

516.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy
[chen_zida's solution](#)

517.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees
[chen_zida's solution](#)

518.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation
[chen_zida's solution](#)

519.

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory
[chen_zida's solution](#)

520.

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[chen_zida's solution](#)

521.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees
[chen_zida's solution](#)

522.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp
[chen_zida's solution](#)

523.

15D

[Map](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings
[chen_zida's solution](#)

524.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: combinatorics
[chen_zida's solution](#)

525.

23C

[Oranges and Apples](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[chen_zida's solution](#)

526.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp
[chen_zida's solution](#)

527.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings
[chen_zida's solution](#)

528.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-05-08 · last AC: 2021-05-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees
[chen_zida's solution](#)

529.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

530.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[chen_zida's solution](#)

531.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: flows, graphs
[chen_zida's solution](#)

532.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-04-06 · GNU C++11 (first AC) · Tags: binary search, graph matchings, greedy
[chen_zida's solution](#)

533.

1374E2

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

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[chen_zida's solution](#)

534.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: data structures, flows, graph matchings, graphs, trees
[chen_zida's solution](#)

535.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2021-03-27 · GNU C++11 (first AC) · Tags: data structures

[chen_zida's solution](#)

536.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[chen_zida's solution](#)

537.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-03-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

[chen_zida's solution](#)

538.

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[chen_zida's solution](#)

539.

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: hashing, strings

[chen_zida's solution](#)

540.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures

[chen_zida's solution](#)

541.

2071E

[LeaFall](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2600 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[chen_zida's solution](#)

542.

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[chen_zida's solution](#)

543.

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 981 global accepts · Rating: 2600 · first AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[chen_zida's solution](#)

544.

2003E1

[Turtle and Inversions \(Easy Version\)](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2600 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, math

[chen_zida's solution](#)

545.

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-07 · last AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp

[chen_zida's solution](#)

546.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[chen_zida's solution](#)

547.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, greedy
[chen_zida's solution](#)

548.

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2023-02-27 · last AC: 2023-02-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[chen_zida's solution](#)

549.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2023-02-23 · last AC: 2023-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy

[chen_zida's solution](#)

550.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[chen_zida's solution](#)

551.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2023-02-08 · last AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[chen_zida's solution](#)

552.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[chen_zida's solution](#)

553.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chen_zida's solution](#)

554.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[chen_zida's solution](#)

555.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[chen_zida's solution](#)

556.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy
[chen_zida's solution](#)

557.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, interactive, number theory
[chen_zida's solution](#)

558.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers
[chen_zida's solution](#)

559.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[chen_zida's solution](#)

560.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 830 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[chen_zida's solution](#)

561.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[chen_zida's solution](#)

562.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers
[chen_zida's solution](#)

563.

93E

[Lostborn](#) · [Tutorial](#)

Quality: 540 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory
[chen_zida's solution](#)

564.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[chen_zida's solution](#)

565.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths
[chen_zida's solution](#)

566.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees
[chen_zida's solution](#)

567.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[chen_zida's solution](#)

568.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,963 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[chen_zida's solution](#)

569.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[chen_zida's solution](#)

570.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[chen_zida's solution](#)

571.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, two pointers
[chen_zida's solution](#)

572.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-22 · last AC: 2021-06-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[chen_zida's solution](#)

573.

240F

[TorCoder](#) · [Tutorial](#)

Quality: 2,259 global accepts · Rating: 2600 · first AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures
[chen_zida's solution](#)

574.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, graphs
[chen_zida's solution](#)

575.

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings
[chen_zida's solution](#)

576.

285E

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

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[chen_zida's solution](#)

577.

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: dp, games

[chen_zida's solution](#)

578.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: dp, probabilities

[chen_zida's solution](#)

579.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[chen_zida's solution](#)

580.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-01-04 · GNU C++11 (first AC) · Tags: dp, strings

[chen_zida's solution](#)

581.

248E

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

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[chen_zida's solution](#)

582.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2021-01-01 · last AC: 2021-01-01 · GNU C++11 (first AC) · Tags: games

[chen_zida's solution](#)

583.

2025F

[Choose Your Queries](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2700 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[chen_zida's solution](#)

584.

1918G

[Permutation of Given](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2700 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[chen_zida's solution](#)

585.

1930F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2025-06-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

[chen_zida's solution](#)

586.

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[chen_zida's solution](#)

587.

1991G

[Grid Reset](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2025-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[chen_zida's solution](#)

588.

2032F

[Peanuts](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2700 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[chen_zida's solution](#)

589.

1997F

[Chips on a Line](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2700 · first AC: 2025-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[chen_zida's solution](#)

590.

1866E

[Elevators of Tamem](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 2700 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: dp

[chen_zida's solution](#)

591.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[chen_zida's solution](#)

592.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-11-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, divide and conquer, dsu

[chen_zida's solution](#)

593.

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp

[chen_zida's solution](#)

594.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-09-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[chen_zida's solution](#)

595.

2003E2

[Turtle and Inversions \(Hard Version\)](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2700 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy, math, two pointers

[chen_zida's solution](#)

596.

1733E

[Conveyor](#) · [Tutorial](#)

Quality: 1,486 global accepts · Rating: 2700 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math

[chen_zida's solution](#)

597.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[chen_zida's solution](#)

598.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2024-07-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, implementation

[chen_zida's solution](#)

599.

1202F

[You Are Given Some Letters...](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[chen_zida's solution](#)

600.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[chen_zida's solution](#)

601.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[chen_zida's solution](#)

602.

1781F

[Bracket Insertion](#) · [Tutorial](#)

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-02-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[chen_zida's solution](#)

603.

1205D

[Almost All](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2700 · first AC: 2023-02-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[chen_zida's solution](#)

604.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-01-02 · last AC: 2023-02-09 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

[chen_zida's solution](#)

605.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[chen_zida's solution](#)

606.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[chen_zida's solution](#)

607.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-06-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[chen_zida's solution](#)

608.

1658F

[Juju and Binary String](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2700 · first AC: 2022-03-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[chen_zida's solution](#)

609.

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2022-03-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[chen_zida's solution](#)

610.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[chen_zida's solution](#)

611.

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[chen_zida's solution](#)

612.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[chen_zida's solution](#)

613.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2022-03-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, number theory

[chen_zida's solution](#)

614.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games

[chen_zida's solution](#)

615.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[chen_zida's solution](#)

616.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics

[chen_zida's solution](#)

617.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees
[chen_zida's solution](#)

618.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory
[chen_zida's solution](#)

619.

1182F

[Maximum Sine](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2021-12-09 · last AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, number theory
[chen_zida's solution](#)

620.

1408G

[Clusterization Counting](#) · [Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees
[chen_zida's solution](#)

621.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games
[chen_zida's solution](#)

622.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings
[chen_zida's solution](#)

623.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, sortings
[chen_zida's solution](#)

624.

838D

[Airplane Arrangements](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[chen_zida's solution](#)

625.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[chen_zida's solution](#)

626.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings
[chen_zida's solution](#)

627.

870F

[Paths](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2700 · first AC: 2021-11-28 · last AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[chen_zida's solution](#)

628.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[chen_zida's solution](#)

629.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[chen_zida's solution](#)

630.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[chen_zida's solution](#)

631.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[chen_zida's solution](#)

632.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[chen_zida's solution](#)

633.

1065G

[Fibonacci Suffix](#) · [Tutorial](#)

Quality: 312 global accepts · Rating: 2700 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: strings

[chen_zida's solution](#)

634.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[chen_zida's solution](#)

635.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2021-11-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chen_zida's solution](#)

636.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

637.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[chen_zida's solution](#)

638.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees
[chen_zida's solution](#)

639.

97D

[Robot in Basement](#) · [Tutorial](#)

Quality: 290 global accepts · Rating: 2700 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation
[chen_zida's solution](#)

640.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2021-01-04 · last AC: 2021-02-02 · GNU C++11 (first AC) · Tags: math, matrices, probabilities
[chen_zida's solution](#)

641.

444E

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

Quality: 856 global accepts · Rating: 2700 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: binary search, dsu, trees
[chen_zida's solution](#)

642.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[chen_zida's solution](#)

643.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: dp, probabilities
[chen_zida's solution](#)

644.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp, greedy
[chen_zida's solution](#)

645.

513E2

[Subarray Cuts](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 2700 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dp
[chen_zida's solution](#)

646.

2172N

[New Kingdom](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 2800 · first AC: 2026-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, implementation
[chen_zida's solution](#)

647.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[chen_zida's solution](#)

648.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[chen_zida's solution](#)

649.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-07-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

650.

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2025-02-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[chen_zida's solution](#)

651.

2055E

[Haystacks](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: 2800 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, sortings
[chen_zida's solution](#)

652.

335E

[Counting Skyscrapers](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[chen_zida's solution](#)

653.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[chen_zida's solution](#)

654.

1773G

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

Quality: 549 global accepts · Rating: 2800 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities
[chen_zida's solution](#)

655.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees
[chen_zida's solution](#)

656.

1383E

[Strange Operation](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp
[chen_zida's solution](#)

657.

1609F

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

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[chen_zida's solution](#)

658.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[chen_zida's solution](#)

659.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[chen_zida's solution](#)

660.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-03-01 · last AC: 2022-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[chen_zida's solution](#)

661.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[chen_zida's solution](#)

662.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[chen_zida's solution](#)

663.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[chen_zida's solution](#)

664.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[chen_zida's solution](#)

665.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2022-02-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[chen_zida's solution](#)

666.

625E

[Frog Fights](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 2800 · first AC: 2022-01-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[chen_zida's solution](#)

667.

736D

[Permutations](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2800 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices
[chen_zida's solution](#)

668.

1615F

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

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2021-12-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[chen_zida's solution](#)

669.

1592F2

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

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[chen_zida's solution](#)

670.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[chen_zida's solution](#)

671.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[chen_zida's solution](#)

672.

348E

[Pilgrims](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[chen_zida's solution](#)

673.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-05-22 · GNU C++11 (first AC) · Tags: data structures
[chen_zida's solution](#)

674.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: math
[chen_zida's solution](#)

675.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2021-02-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[chen_zida's solution](#)

676.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, string suffix structures, strings, trees
[chen_zida's solution](#)

677.

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[chen_zida's solution](#)

678.

11E

[Forward, march!](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 2800 · first AC: 2021-02-05 · GNU C++11 (first AC) · Tags: binary search, dp, greedy

[chen_zida's solution](#)

679.

30E

[Tricky and Clever Password](#) · [Tutorial](#)

Quality: 920 global accepts · Rating: 2800 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, hashing, strings

[chen_zida's solution](#)

680.

446D

[DZY Loves Games](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2800 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: math, matrices, probabilities

[chen_zida's solution](#)

681.

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-01-06 · GNU C++11 (first AC) · Tags: graphs

[chen_zida's solution](#)

682.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[chen_zida's solution](#)

683.

2001E2

[Deterministic Heap \(Hard Version\)](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: 2900 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[chen_zida's solution](#)

684.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[chen_zida's solution](#)

685.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2023-03-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[chen_zida's solution](#)

686.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2023-03-11 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[chen_zida's solution](#)

687.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2023-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[chen_zida's solution](#)

688.

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-02-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[chen_zida's solution](#)

689.

1616F

[Tricolor Triangles](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2900 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, matrices

[chen_zida's solution](#)

690.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

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691.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

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692.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

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693.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

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694.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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695.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-05-22 · last AC: 2021-05-25 · GNU C++11 (first AC) · Tags: data structures, dp

[chen_zida's solution](#)

696.

930E

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Quality: 519 global accepts · Rating: 2900 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: data structures, dp, math

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697.

17E

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Quality: 1,990 global accepts · Rating: 2900 · first AC: 2021-02-01 · last AC: 2021-02-01 · GNU C++11 (first AC) · Tags: strings

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698.

788E

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Quality: 391 global accepts · Rating: 2900 · first AC: 2021-01-31 · last AC: 2021-01-31 · GNU C++11 (first AC) · Tags: data structures
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699.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp, games
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700.

763D

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Quality: 646 global accepts · Rating: 2900 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees
[chen_zida's solution](#)

701.

103E

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Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: flows, graph matchings
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702.

603D

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Quality: 361 global accepts · Rating: 2900 · first AC: 2021-01-11 · last AC: 2021-01-11 · GNU C++11 (first AC) · Tags: geometry, math
[chen_zida's solution](#)

703.

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-01-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer
[chen_zida's solution](#)

704.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-01-25 · last AC: 2024-09-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[chen_zida's solution](#)

705.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[chen_zida's solution](#)

706.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2024-09-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[chen_zida's solution](#)

707.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2024-09-08 · C++20 (GCC 13-64) (first AC) · Tags: interactive
[chen_zida's solution](#)

708.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, number theory, two pointers

[chen_zida's solution](#)

709.

341E

[Candies Game](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 3000 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[chen_zida's solution](#)

710.

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms

[chen_zida's solution](#)

711.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[chen_zida's solution](#)

712.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-02-21 · last AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[chen_zida's solution](#)

713.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[chen_zida's solution](#)

714.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2023-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices

[chen_zida's solution](#)

715.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers

[chen_zida's solution](#)

716.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2023-02-17 · last AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[chen_zida's solution](#)

717.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[chen_zida's solution](#)

718.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-02-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math,

trees

[chen_zida's solution](#)

719.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[chen_zida's solution](#)

720.

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2022-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[chen_zida's solution](#)

721.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[chen_zida's solution](#)

722.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory

[chen_zida's solution](#)

723.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-05 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings

[chen_zida's solution](#)

724.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: data structures, strings

[chen_zida's solution](#)

725.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-02-18 · last AC: 2021-02-18 · GNU C++11 (first AC) · Tags: data structures, dp, strings, trees

[chen_zida's solution](#)

726.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2021-01-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[chen_zida's solution](#)

727.

773E

[Blog Post Rating](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 3000 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[chen_zida's solution](#)

728.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[chen_zida's solution](#)

729.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: binary search, shortest paths, strings
[chen_zida's solution](#)

730.

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[chen_zida's solution](#)

731.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games
[chen_zida's solution](#)

732.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, matrices, probabilities
[chen_zida's solution](#)

733.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities
[chen_zida's solution](#)

734.

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, greedy
[chen_zida's solution](#)

735.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees
[chen_zida's solution](#)

736.

379G

[New Year Cactus](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3100 · first AC: 2023-03-11 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp
[chen_zida's solution](#)

737.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[chen_zida's solution](#)

738.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures
[chen_zida's solution](#)

739.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chen_zida's solution](#)

740.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[chen_zida's solution](#)

741.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[chen_zida's solution](#)

742.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2022-01-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, sortings

[chen_zida's solution](#)

743.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[chen_zida's solution](#)

744.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[chen_zida's solution](#)

745.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[chen_zida's solution](#)

746.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-01-24 · GNU C++11 (first AC) · Tags: graph matchings

[chen_zida's solution](#)

747.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[chen_zida's solution](#)

748.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[chen_zida's solution](#)

749.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[chen_zida's solution](#)

750.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures
[chen_zida's solution](#)

751.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, graph matchings, graphs, math, trees
[chen_zida's solution](#)

752.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2022-02-06 · last AC: 2022-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp
[chen_zida's solution](#)

753.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings
[chen_zida's solution](#)

754.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: data structures, dp, string suffix structures
[chen_zida's solution](#)

755.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[chen_zida's solution](#)

756.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[chen_zida's solution](#)

757.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-01-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[chen_zida's solution](#)

758.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: games
[chen_zida's solution](#)

759.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[chen_zida's solution](#)

760.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs
[chen_zida's solution](#)

761.

105949B

[Ternary](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

762.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

763.

105949C

[Optimal Time](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

764.

105949K

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Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

765.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

766.

105949G

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

Rating: — · first AC: 2026-04-09 · last AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

767.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
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768.

105949I

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Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

769.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

770.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[chen_zida's solution](#)

771.

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

772.

104128A

[Stop, Yesterday Please No More](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

773.

104128J

[Perfect Matching](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

774.

104128M

[Drain the Water Tank](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

775.

104128F

[Triangles](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

776.

104128E

[Color the Tree](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

777.

104128B

[Ropeway](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

778.

104128G

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Rating: — · first AC: 2026-01-30 · C++20 (GCC 13-64) (first AC) · Tags: —

[chen_zida's solution](#)

779.

104128D

[Chat Program](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

780.

104128I

[Perfect Palindrome](#) · Tutorial

Rating: — · first AC: 2026-01-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

781.

104901K

[Rainbow Subarray](#) · Tutorial

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

782.

104901E

[I Just Want... One More...](#) · Tutorial

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

783.

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

784.

104901M

[Almost Convex](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

785.

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[chen_zida's solution](#)

786.

104901A

[Many Many Heads](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chen_zida's solution](#)

787.

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[chen_zida's solution](#)

788.

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

789.

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

790.

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

791.

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

792.

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[chen_zida's solution](#)

793.

104768G

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