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Unique solved — chenguoyi

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

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

Filters: none

Count: 282

1.

2152A

[Increase or Smash](#) · [Tutorial](#)

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[chenguoyi's solution](#)

2.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,641 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[chenguoyi's solution](#)

3.

2130A

[Submission is All You Need](#) · [Tutorial](#)

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[chenguoyi's solution](#)

4.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,339 global accepts · Rating: 800 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math
[chenguoyi's solution](#)

5.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,404 global accepts · Rating: 800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[chenguoyi's solution](#)

6.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chenguoyi's solution](#)

7.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[chenguoyi's solution](#)

8.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[chenguoyi's solution](#)

9.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,007 global accepts · Rating: 800 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
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10.

1632A

[ABC](#) · [Tutorial](#)

Quality: 31,067 global accepts · Rating: 800 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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11.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[chengquoyi's solution](#)

12.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,490 global accepts · Rating: 800 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[chengquoyi's solution](#)

13.

1689A

[Lex String](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 800 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings, two pointers
[chengquoyi's solution](#)

14.

1701B

[Permutation](#) · [Tutorial](#)

Quality: 20,810 global accepts · Rating: 800 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chengquoyi's solution](#)

15.

1701A

[Grass Field](#) · [Tutorial](#)

Quality: 27,542 global accepts · Rating: 800 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chengquoyi's solution](#)

16.

1695A

[Subrectangle Guess](#) · [Tutorial](#)

Quality: 16,798 global accepts · Rating: 800 · first AC: 2022-06-22 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: games
[chengquoyi's solution](#)

17.

1705A

[Mark the Photographer](#) · [Tutorial](#)

Quality: 26,582 global accepts · Rating: 800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[chengquoyi's solution](#)

18.

1708A

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

Quality: 22,573 global accepts · Rating: 800 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[chengquoyi's solution](#)

19.

1706A

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

Quality: 24,255 global accepts · Rating: 800 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, greedy, string suffix structures, strings
[chengquoyi's solution](#)

20.

1694A

[Creep](#) · [Tutorial](#)

Quality: 23,519 global accepts · Rating: 800 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[chenguoyi's solution](#)

21.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[chenguoyi's solution](#)

22.

1647A

[Madoka and Math Dad](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chenguoyi's solution](#)

23.

1665A

[GCD vs LCM](#) · [Tutorial](#)

Quality: 26,206 global accepts · Rating: 800 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenguoyi's solution](#)

24.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[chenguoyi's solution](#)

25.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[chenguoyi's solution](#)

26.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[chenguoyi's solution](#)

27.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chenguoyi's solution](#)

28.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,195 global accepts · Rating: 900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math

[chenguoyi's solution](#)

29.

1689B

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

Quality: 19,067 global accepts · Rating: 900 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chenguoyi's solution](#)

30.

1705B

[Mark the Dust Sweeper](#) · [Tutorial](#)

Quality: 25,449 global accepts · Rating: 900 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[chenguoyi's solution](#)

31.

1665B

[Array Cloning Technique](#) · [Tutorial](#)

Quality: 32,893 global accepts · Rating: 900 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[chenguoyi's solution](#)

32.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[chenguoyi's solution](#)

33.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,897 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenguoyi's solution](#)

34.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, two pointers

[chenguoyi's solution](#)

35.

1632B

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

Quality: 31,537 global accepts · Rating: 1000 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[chenguoyi's solution](#)

36.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[chenguoyi's solution](#)

37.

2130B

[Pathless](#) · [Tutorial](#)

Quality: 21,395 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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38.

1708B

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Quality: 28,411 global accepts · Rating: 1100 · first AC: 2022-07-21 · last AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenguoyi's solution](#)

39.

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[chenguoyi's solution](#)

40.

1700B

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

Quality: 19,887 global accepts · Rating: 1100 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[chenguoyi's solution](#)

41.

1604B

[XOR Specia-LIS-t](#) · [Tutorial](#)

Quality: 16,334 global accepts · Rating: 1100 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chenguoyi's solution](#)

42.

1859C

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

Quality: 18,656 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math

[chenguoyi's solution](#)

43.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,404 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[chenguoyi's solution](#)

44.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,668 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, sortings

[chenguoyi's solution](#)

45.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[chenguoyi's solution](#)

46.

1694B

[Paranoid String](#) · [Tutorial](#)

Quality: 20,651 global accepts · Rating: 1200 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[chenguoyi's solution](#)

47.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[chenguoyi's solution](#)

48.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games

[chenguoyi's solution](#)

49.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[chenguoyi's solution](#)

50.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[chenguoyi's solution](#)

51.

1823C

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

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[chenguoyi's solution](#)

52.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chenguoyi's solution](#)

53.

1694C

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

Rating: 1300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[chenguoyi's solution](#)

54.

1647C

[Madoka and Childish Pranks](#) · [Tutorial](#)

Quality: 13,331 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[chenguoyi's solution](#)

55.

1603A

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

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[chenguoyi's solution](#)

56.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,218 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[chenguoyi's solution](#)

57.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,383 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[chenguoyi's solution](#)

58.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,761 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy

[chenguoyi's solution](#)

59.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[chenguoyi's solution](#)

60.

1701C

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

Quality: 23,840 global accepts · Rating: 1400 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

greedy, implementation, two pointers

[chenguoyi's solution](#)

61.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[chenguoyi's solution](#)

62.

401C

[Team](#) · [Tutorial](#)

Quality: 21,701 global accepts · Rating: 1400 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[chenguoyi's solution](#)

63.

1706C

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

Quality: 16,144 global accepts · Rating: 1400 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, greedy, implementation

[chenguoyi's solution](#)

64.

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math

[chenguoyi's solution](#)

65.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[chenguoyi's solution](#)

66.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[chenguoyi's solution](#)

67.

356A

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

Quality: 16,788 global accepts · Rating: 1500 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[chenguoyi's solution](#)

68.

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[chenguoyi's solution](#)

69.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,261 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[chenguoyi's solution](#)

70.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp

[chengquoyi's solution](#)

71.

453A

[Little Pony and Expected Maximum](#) · Tutorial

Quality: 12,440 global accepts · Rating: 1600 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: probabilities

[chengquoyi's solution](#)

72.

1632C

[Strange Test](#) · Tutorial

Quality: 14,072 global accepts · Rating: 1600 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[chengquoyi's solution](#)

73.

1689C

[Infected Tree](#) · Tutorial

Quality: 13,474 global accepts · Rating: 1600 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[chengquoyi's solution](#)

74.

1707A

[Doremy's IQ](#) · Tutorial

Quality: 15,445 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[chengquoyi's solution](#)

75.

407A

[Triangle](#) · Tutorial

Quality: 5,172 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math

[chengquoyi's solution](#)

76.

1708C

[Doremy's IQ](#) · Tutorial

Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[chengquoyi's solution](#)

77.

1665C

[Tree Infection](#) · Tutorial

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-16 · last AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees

[chengquoyi's solution](#)

78.

1603B

[Moderate Modular Mode](#) · Tutorial

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[chengquoyi's solution](#)

79.

2152D

[Division Versus Addition](#) · Tutorial

Quality: 6,747 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math

[chengquoyi's solution](#)

80.

1777C

[Quiz Master](#) · Tutorial

Quality: 12,295 global accepts · Rating: 1700 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[chenguoyi's solution](#)

81.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,473 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenguoyi's solution](#)

82.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math, number theory

[chenguoyi's solution](#)

83.

582A

[GCD Table](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1700 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, number theory

[chenguoyi's solution](#)

84.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[chenguoyi's solution](#)

85.

1695C

[Zero Path](#) · [Tutorial](#)

Quality: 14,053 global accepts · Rating: 1700 · first AC: 2022-07-23 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, graphs, greedy, shortest paths

[chenguoyi's solution](#)

86.

1706D1

[Chopping Carrots \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[chenguoyi's solution](#)

87.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[chenguoyi's solution](#)

88.

1694D

[Fake Plastic Trees](#) · [Tutorial](#)

Rating: 1700 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[chenguoyi's solution](#)

89.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[chenguoyi's solution](#)

90.

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy
[chenguoyi's solution](#)

91.

42B

[Game of chess unfinished](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 1700 · first AC: 2022-05-02 · last AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chenguoyi's solution](#)

92.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[chenguoyi's solution](#)

93.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings
[chenguoyi's solution](#)

94.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2023-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[chenguoyi's solution](#)

95.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[chenguoyi's solution](#)

96.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[chenguoyi's solution](#)

97.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,908 global accepts · Rating: 1800 · first AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities
[chenguoyi's solution](#)

98.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[chenguoyi's solution](#)

99.

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2022-08-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory
[chenguoyi's solution](#)

100.

1705D

[Mark and Lightbulbs](#) · [Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math, sortings
[chenguoyi's solution](#)

101.

939E

[Maximize!](#) · [Tutorial](#)

Quality: 3,538 global accepts · Rating: 1800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

[chenguoyi's solution](#)

102.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[chenguoyi's solution](#)

103.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[chenguoyi's solution](#)

104.

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[chenguoyi's solution](#)

105.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[chenguoyi's solution](#)

106.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[chenguoyi's solution](#)

107.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees

[chenguoyi's solution](#)

108.

510D

[Fox And Jumping](#) · [Tutorial](#)

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[chenguoyi's solution](#)

109.

459E

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

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[chenguoyi's solution](#)

110.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenguoyi's solution](#)

111.

909E

[Coproprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[chengquoyi's solution](#)

112.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[chengquoyi's solution](#)

113.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[chengquoyi's solution](#)

114.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[chengquoyi's solution](#)

115.

362C

[Insertion Sort](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, math

[chengquoyi's solution](#)

116.

41D

[Pawn](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chengquoyi's solution](#)

117.

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[chengquoyi's solution](#)

118.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[chengquoyi's solution](#)

119.

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[chengquoyi's solution](#)

120.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[chengquoyi's solution](#)

121.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,376 global accepts · Rating: 1900 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[chengquoyi's solution](#)

122.

1647D

[Madoka and the Best School in Russia](#) · [Tutorial](#)

Quality: 5,701 global accepts · Rating: 1900 · first AC: 2022-04-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math, number theory
[chengquoyi's solution](#)

123.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[chengquoyi's solution](#)

124.

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2022-03-11 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp
[chengquoyi's solution](#)

125.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[chengquoyi's solution](#)

126.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[chengquoyi's solution](#)

127.

1030E

[Vasya and Good Sequences](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp
[chengquoyi's solution](#)

128.

128C

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

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[chengquoyi's solution](#)

129.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[chengquoyi's solution](#)

130.

900D

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

Quality: 3,789 global accepts · Rating: 2000 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory
[chengquoyi's solution](#)

131.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,332 global accepts · Rating: 2000 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[chenguoyi's solution](#)

132.

1399E1

[Weights Division \(easy version\) · Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[chenguoyi's solution](#)

133.

895C

[Square Subsets · Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[chenguoyi's solution](#)

134.

855C

[Helga Hufflepuff's Cup · Tutorial](#)

Quality: 2,405 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[chenguoyi's solution](#)

135.

82D

[Two out of Three · Tutorial](#)

Quality: 2,300 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenguoyi's solution](#)

136.

1082E

[Increasing Frequency · Tutorial](#)

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[chenguoyi's solution](#)

137.

296B

[Yaroslav and Two Strings · Tutorial](#)

Quality: 2,682 global accepts · Rating: 2000 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chenguoyi's solution](#)

138.

1268B

[Domino for Young · Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[chenguoyi's solution](#)

139.

730I

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

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs, greedy

[chenguoyi's solution](#)

140.

235B

[Let's Play Osu! · Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chenguoyi's solution](#)

141.

401D

[Roman and Numbers · Tutorial](#)

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[chenguoyi's solution](#)

142.

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[chengquoyi's solution](#)

143.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math
[chengquoyi's solution](#)

144.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees
[chengquoyi's solution](#)

145.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, two pointers
[chengquoyi's solution](#)

146.

1790F

[Timofey and Black-White Tree](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
[chengquoyi's solution](#)

147.

853C

[Boredom](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chengquoyi's solution](#)

148.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory
[chengquoyi's solution](#)

149.

838B

[Diverging Directions](#) · [Tutorial](#)

Quality: 1,077 global accepts · Rating: 2100 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees
[chengquoyi's solution](#)

150.

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math
[chengquoyi's solution](#)

151.

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[chengquoyi's solution](#)

152.

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,236 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[chenguoyi's solution](#)

153.

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[chenguoyi's solution](#)

154.

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees
[chenguoyi's solution](#)

155.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,088 global accepts · Rating: 2100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[chenguoyi's solution](#)

156.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[chenguoyi's solution](#)

157.

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[chenguoyi's solution](#)

158.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[chenguoyi's solution](#)

159.

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees
[chenguoyi's solution](#)

160.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers
[chenguoyi's solution](#)

161.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[chenguoyi's solution](#)

162.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math, ternary search

[chenguoyi's solution](#)

163.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[chenguoyi's solution](#)

164.

538F

[A Heap of Heaps](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, sortings

[chenguoyi's solution](#)

165.

875D

[High Cry](#) · [Tutorial](#)

Quality: 2,495 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, data structures, divide and conquer

[chenguoyi's solution](#)

166.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[chenguoyi's solution](#)

167.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[chenguoyi's solution](#)

168.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chenguoyi's solution](#)

169.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[chenguoyi's solution](#)

170.

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-08-23 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chenguoyi's solution](#)

171.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2022-08-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[chenguoyi's solution](#)

172.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[chengquoyi's solution](#)

173.

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[chengquoyi's solution](#)

174.

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[chengquoyi's solution](#)

175.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[chengquoyi's solution](#)

176.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-05-10 · last AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[chengquoyi's solution](#)

177.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chengquoyi's solution](#)

178.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chengquoyi's solution](#)

179.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[chengquoyi's solution](#)

180.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[chengquoyi's solution](#)

181.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[chengquoyi's solution](#)

182.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures
[chengquoyi's solution](#)

183.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, implementation
[chengquoyi's solution](#)

184.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers
[chengquoyi's solution](#)

185.

1250E

[The Coronation](#) · [Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[chengquoyi's solution](#)

186.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[chengquoyi's solution](#)

187.

803G

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

Quality: 1,890 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chengquoyi's solution](#)

188.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
[chengquoyi's solution](#)

189.

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings
[chengquoyi's solution](#)

190.

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math
[chengquoyi's solution](#)

191.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees
[chengquoyi's solution](#)

192.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2022-07-22 · last AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[chenguoyi's solution](#)

193.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[chenguoyi's solution](#)

194.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[chenguoyi's solution](#)

195.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-06-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[chenguoyi's solution](#)

196.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[chenguoyi's solution](#)

197.

1694E

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

Rating: 2300 · first AC: 2022-06-26 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[chenguoyi's solution](#)

198.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: games

[chenguoyi's solution](#)

199.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2022-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[chenguoyi's solution](#)

200.

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[chenguoyi's solution](#)

201.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[chenguoyi's solution](#)

202.

1777F

[Comfortably Numb](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2023-01-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, strings, trees

[chenguoyi's solution](#)

203.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[chenguoyi's solution](#)

204.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[chenguoyi's solution](#)

205.

1227F2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[chenguoyi's solution](#)

206.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[chenguoyi's solution](#)

207.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[chenguoyi's solution](#)

208.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chenguoyi's solution](#)

209.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[chenguoyi's solution](#)

210.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[chenguoyi's solution](#)

211.

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers

[chenguoyi's solution](#)

212.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-05-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chenguoyi's solution](#)

213.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings
[chengquoyi's solution](#)

214.

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy
[chengquoyi's solution](#)

215.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy
[chengquoyi's solution](#)

216.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math
[chengquoyi's solution](#)

217.

1305F

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

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
[chengquoyi's solution](#)

218.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, games, graphs, math
[chengquoyi's solution](#)

219.

1771F

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

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[chengquoyi's solution](#)

220.

1798F

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

Quality: 645 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory
[chengquoyi's solution](#)

221.

1779F

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

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[chengquoyi's solution](#)

222.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2022-07-27 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[chengquoyi's solution](#)

223.

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[chenguoyi's solution](#)

224.

1778E

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

Quality: 1,110 global accepts · Rating: 2500 · first AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[chenguoyi's solution](#)

225.

1814D

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

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-04-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[chenguoyi's solution](#)

226.

44G

[Shooting Gallery](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2500 · first AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[chenguoyi's solution](#)

227.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[chenguoyi's solution](#)

228.

1209E2

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

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-11-04 · last AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[chenguoyi's solution](#)

229.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2022-11-02 · last AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: games

[chenguoyi's solution](#)

230.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[chenguoyi's solution](#)

231.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu

[chenguoyi's solution](#)

232.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[chenguoyi's solution](#)

233.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[chengquoyi's solution](#)

234.

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[chengquoyi's solution](#)

235.

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2022-04-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[chengquoyi's solution](#)

236.

2129D

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

Quality: 945 global accepts · Rating: 2600 · first AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, implementation, math

[chengquoyi's solution](#)

237.

1089I

[Interval-Free Permutations](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2600 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[chengquoyi's solution](#)

238.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-04-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, math, probabilities, trees

[chengquoyi's solution](#)

239.

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-04-21 · last AC: 2023-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, implementation

[chengquoyi's solution](#)

240.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[chengquoyi's solution](#)

241.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chengquoyi's solution](#)

242.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[chengquoyi's solution](#)

243.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2022-06-21 · last AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[chengquoyi's solution](#)

244.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[chengquoyi's solution](#)

245.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-04-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[chengquoyi's solution](#)

246.

896C

[Willem, Chtholly and Seniorious](#) · [Tutorial](#)

Quality: 4,437 global accepts · Rating: 2600 · first AC: 2022-04-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[chengquoyi's solution](#)

247.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2024-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[chengquoyi's solution](#)

248.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chengquoyi's solution](#)

249.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2023-08-06 · last AC: 2023-08-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[chengquoyi's solution](#)

250.

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-04-23 · last AC: 2023-04-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[chengquoyi's solution](#)

251.

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu

[chengquoyi's solution](#)

252.

1781F

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

Quality: 1,316 global accepts · Rating: 2700 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[chengquoyi's solution](#)

253.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[chenguoyi's solution](#)

254.

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[chenguoyi's solution](#)

255.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[chenguoyi's solution](#)

256.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[chenguoyi's solution](#)

257.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[chenguoyi's solution](#)

258.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, flows, graphs, implementation

[chenguoyi's solution](#)

259.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-01-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[chenguoyi's solution](#)

260.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2023-10-11 · last AC: 2023-10-11 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory, probabilities

[chenguoyi's solution](#)

261.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2023-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[chenguoyi's solution](#)

262.

505E

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[chenguoyi's solution](#)

263.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2023-04-26 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings

[chenguoyi's solution](#)

264.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[chenguoyi's solution](#)

265.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-02-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[chenguoyi's solution](#)

266.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chenguoyi's solution](#)

267.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, interactive

[chenguoyi's solution](#)

268.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, two pointers

[chenguoyi's solution](#)

269.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-08-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[chenguoyi's solution](#)

270.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[chenguoyi's solution](#)

271.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[chenguoyi's solution](#)

272.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2022-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[chenguoyi's solution](#)

273.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++14 (GCC 6-32) (first AC) · Tags: fft, math

[chengquoyi's solution](#)

274.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2023-01-23 · last AC: 2023-01-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[chengquoyi's solution](#)

275.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2022-07-14 · last AC: 2022-07-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[chengquoyi's solution](#)

276.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-03-11 · last AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[chengquoyi's solution](#)

277.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[chengquoyi's solution](#)

278.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2023-01-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, math, probabilities

[chengquoyi's solution](#)

279.

104114I

[Inadequate Operation](#) · [Tutorial](#)

Rating: — · first AC: 2023-08-11 · C++14 (GCC 6-32) (first AC) · Tags: —

[chengquoyi's solution](#)

280.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-22 · C++14 (GCC 6-32) (first AC) · Tags: —

[chengquoyi's solution](#)

281.

102803E

[Everybody Lost Somebody](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: —

[chengquoyi's solution](#)

282.

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