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# Unique solved — chenhx

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1716A

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1709A

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9.

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1705C

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1654C

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**49.**

1738C

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1710A

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**51.**

1646C

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1688D

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1680C

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**54.**

1677A

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**58.**

1694D

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1706D1

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1625C

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**68.**

1718A1

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**69.**

1709C

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1109B

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**73.**

1030D

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1738D

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1718A2

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1704D

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paths

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1044B

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1679D

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448C

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**88.**

1183H

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**90.**

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**91.**

232B

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**92.**

149D

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**93.**

730J

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**94.**

16E

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340E

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Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory

[chenhx's solution](#)

**98.**

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,594 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[chenhx's solution](#)

**99.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math

[chenhx's solution](#)

**100.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[chenhx's solution](#)

**101.**

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[chenhx's solution](#)

**102.**

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · last AC: 2022-05-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, greedy

[chenhx's solution](#)

**103.**

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[chenhx's solution](#)

**104.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,531 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[chenhx's solution](#)

**105.**

1030E

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

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2022-03-16 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[chenhx's solution](#)

**106.**

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2022-01-07 · last AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, two pointers

[chenhx's solution](#)

**107.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,863 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[chenhx's solution](#)

**108.**

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[chenhx's solution](#)

**109.**

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[chenhx's solution](#)

**110.**

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[chenhx's solution](#)

**111.**

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[chenhx's solution](#)

**112.**

380C

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

Quality: 19,781 global accepts · Rating: 2000 · first AC: 2021-08-25 · last AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, schedules

[chenhx's solution](#)

**113.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,057 global accepts · Rating: 2000 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[chenhx's solution](#)

**114.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[chenhx's solution](#)

**115.**

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[chenhx's solution](#)

**116.**

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chenhx's solution](#)

**117.**

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[chenhx's solution](#)

**118.**

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[chenhx's solution](#)

**119.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[chenhx's solution](#)

**120.**

414C

[Mashmikh and Reverse Operation](#) · [Tutorial](#)

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer

[chenhx's solution](#)

**121.**

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-07-31 · last AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[chenhx's solution](#)

**122.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[chenhx's solution](#)

**123.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[chenhx's solution](#)

**124.**

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[chenhx's solution](#)

**125.**

985E

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

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[chenhx's solution](#)

**126.**

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, geometry

[chenhx's solution](#)

**127.**

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[chenhx's solution](#)

**128.**

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[chenhx's solution](#)

**129.**

276E

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

Quality: 1,859 global accepts · Rating: 2100 · first AC: 2022-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, trees

[chenhx's solution](#)

**130.**

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2021-11-14 · last AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[chenhx's solution](#)

**131.**

1387A

[Graph](#) · [Tutorial](#)

Quality: 906 global accepts · Rating: 2100 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, dfs and similar, dp, math, ternary search

[chenhx's solution](#)

**132.**

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[chenhx's solution](#)

**133.**

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[chenhx's solution](#)

**134.**

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, dp, math

[chenhx's solution](#)

**135.**

1146D

[Frog Jumping](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2100 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory

[chenhx's solution](#)

**136.**

734E

[Anton and Tree](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 2100 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[chenhx's solution](#)

**137.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, probabilities

[chenhx's solution](#)

**138.**

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[chenhx's solution](#)

**139.**

1991F

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

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[chenhx's solution](#)

**140.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2022-11-12 · last AC: 2022-11-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, trees

[chenhx's solution](#)

**141.**

645E

[Intellectual Inquiry](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2200 · first AC: 2022-11-01 · last AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings

[chenhx's solution](#)

**142.**

1515E

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

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2022-09-30 · last AC: 2022-09-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[chenhx's solution](#)

**143.**

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2022-08-28 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[chenhx's solution](#)

**144.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[chenhx's solution](#)

**145.**

908D

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

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-07-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[chenhx's solution](#)

**146.**

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, geometry, trees

[chenhx's solution](#)

**147.**

958E2

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

Quality: 1,169 global accepts · Rating: 2200 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, sortings

[chenhx's solution](#)

**148.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[chenhx's solution](#)

**149.**

850C

[Arpa and a game with Mojtaba](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[chenhx's solution](#)

**150.**

138C

[Mushroom Gnomes - 2](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, probabilities, sortings

[chenhx's solution](#)

**151.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[chenhx's solution](#)

**152.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2022-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math  
[chenhx's solution](#)

**153.**

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, greedy, sortings  
[chenhx's solution](#)

**154.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-12-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings  
[chenhx's solution](#)

**155.**

1295E

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

Quality: 2,773 global accepts · Rating: 2200 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[chenhx's solution](#)

**156.**

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[chenhx's solution](#)

**157.**

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp  
[chenhx's solution](#)

**158.**

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2021-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers  
[chenhx's solution](#)

**159.**

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2021-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[chenhx's solution](#)

**160.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees  
[chenhx's solution](#)

**161.**

1156E

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

Quality: 4,033 global accepts · Rating: 2200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers  
[chenhx's solution](#)

**162.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2021-09-16 · last AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[chenhx's solution](#)

**163.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[chenhx's solution](#)

**164.**

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[chenhx's solution](#)

**165.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2023-04-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, probabilities

[chenhx's solution](#)

**166.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,621 global accepts · Rating: 2300 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[chenhx's solution](#)

**167.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2022-10-08 · last AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[chenhx's solution](#)

**168.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[chenhx's solution](#)

**169.**

1694E

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

Rating: 2300 · first AC: 2022-09-15 · C++14 (GCC 6-32) (first AC) · Tags: shortest paths

[chenhx's solution](#)

**170.**

1695D2

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

Quality: 2,292 global accepts · Rating: 2300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[chenhx's solution](#)

**171.**

1705E

[Mark and Professor Koro](#) · [Tutorial](#)

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[chenhx's solution](#)

**172.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[chenhx's solution](#)

**173.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: chinese remainder theorem, fft, math

[chenhx's solution](#)

**174.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-04-18 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures

[chenhx's solution](#)

**175.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, dsu

[chenhx's solution](#)

**176.**

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[chenhx's solution](#)

**177.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: games

[chenhx's solution](#)

**178.**

543D

[Road Improvement](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2300 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[chenhx's solution](#)

**179.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[chenhx's solution](#)

**180.**

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[chenhx's solution](#)

**181.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[chenhx's solution](#)

**182.**

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,082 global accepts · Rating: 2300 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[chenhx's solution](#)

**183.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,544 global accepts · Rating: 2300 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[chenhx's solution](#)

**184.**

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees  
[chenhx's solution](#)

**185.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[chenhx's solution](#)

**186.**

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math  
[chenhx's solution](#)

**187.**

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[chenhx's solution](#)

**188.**

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings  
[chenhx's solution](#)

**189.**

1594E2

[Rubik's Cube Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math, trees  
[chenhx's solution](#)

**190.**

111D

[Petya and Coloring](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[chenhx's solution](#)

**191.**

659G

[Fence Divercity](#) · [Tutorial](#)

Quality: 1,317 global accepts · Rating: 2300 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory  
[chenhx's solution](#)

**192.**

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[chenhx's solution](#)

**193.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2400 · first AC: 2024-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[chenhx's solution](#)

**194.**

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[chenhx's solution](#)

**195.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2023-03-31 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[chenhx's solution](#)

**196.**

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[chenhx's solution](#)

**197.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2022-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, string suffix structures, strings

[chenhx's solution](#)

**198.**

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[chenhx's solution](#)

**199.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[chenhx's solution](#)

**200.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices

[chenhx's solution](#)

**201.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-07-22 · last AC: 2022-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[chenhx's solution](#)

## 202.

1707C

### [DFS Trees](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2400 · first AC: 2022-07-17 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[chenhx's solution](#)

## 203.

1679E

### [Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[chenhx's solution](#)

## 204.

125E

### [MST Company](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs

[chenhx's solution](#)

## 205.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[chenhx's solution](#)

## 206.

1523D

### [Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[chenhx's solution](#)

## 207.

1239D

### [Catowice City](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2400 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[chenhx's solution](#)

## 208.

815C

### [Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[chenhx's solution](#)

## 209.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-04-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[chenhx's solution](#)

## 210.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: dp

[chenhx's solution](#)

## 211.

1080E

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

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2022-03-29 · C++20 (GCC 11-64) (first AC) · Tags: strings

[chenhx's solution](#)

## 212.

1591F

### [Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[chenhx's solution](#)

**213.**

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[chenhx's solution](#)

**214.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[chenhx's solution](#)

**215.**

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[chenhx's solution](#)

**216.**

1044D

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

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[chenhx's solution](#)

**217.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[chenhx's solution](#)

**218.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[chenhx's solution](#)

**219.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[chenhx's solution](#)

**220.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[chenhx's solution](#)

**221.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[chenhx's solution](#)

**222.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[chenhx's solution](#)

**223.**

2005E2

[Subtangle Game \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,065 global accepts · Rating: 2500 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, games, greedy, implementation

[chenhx's solution](#)

**224.**

1583F

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

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-11-05 · last AC: 2022-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[chenhx's solution](#)

**225.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[chenhx's solution](#)

**226.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[chenhx's solution](#)

**227.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[chenhx's solution](#)

**228.**

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

[chenhx's solution](#)

**229.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation

[chenhx's solution](#)

**230.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2500 · first AC: 2022-09-23 · last AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs

[chenhx's solution](#)

**231.**

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2022-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chenhx's solution](#)

**232.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2500 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[chenhx's solution](#)

**233.**

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graph matchings, greedy  
[chenhx's solution](#)

**234.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[chenhx's solution](#)

**235.**

1709F

[Multiset of Strings](#) · [Tutorial](#)

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-07-22 · last AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees  
[chenhx's solution](#)

**236.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,361 global accepts · Rating: 2500 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs  
[chenhx's solution](#)

**237.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers  
[chenhx's solution](#)

**238.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,174 global accepts · Rating: 2500 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy  
[chenhx's solution](#)

**239.**

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2022-05-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[chenhx's solution](#)

**240.**

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, math  
[chenhx's solution](#)

**241.**

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[chenhx's solution](#)

**242.**

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers

[chenhx's solution](#)

**243.**

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs, greedy

[chenhx's solution](#)

**244.**

1658E

[Gojou and Matrix Game](#) · [Tutorial](#)

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings

[chenhx's solution](#)

**245.**

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[chenhx's solution](#)

**246.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[chenhx's solution](#)

**247.**

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[chenhx's solution](#)

**248.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[chenhx's solution](#)

**249.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[chenhx's solution](#)

**250.**

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2022-02-19 · last AC: 2022-02-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, implementation

[chenhx's solution](#)

**251.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, graphs

[chenhx's solution](#)

**252.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,071 global accepts · Rating: 2500 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[chenhx's solution](#)

**253.**

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2022-02-16 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[chenhx's solution](#)

**254.**

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-02-11 · last AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, graphs, matrices

[chenhx's solution](#)

**255.**

508D

[Tanya and Password](#) · [Tutorial](#)

Quality: 4,232 global accepts · Rating: 2500 · first AC: 2022-02-10 · last AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[chenhx's solution](#)

**256.**

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[chenhx's solution](#)

**257.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,254 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[chenhx's solution](#)

**258.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[chenhx's solution](#)

**259.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[chenhx's solution](#)

**260.**

333E

[Summer Earnings](#) · [Tutorial](#)

Quality: 1,249 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, geometry, sortings

[chenhx's solution](#)

**261.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[chenhx's solution](#)

**262.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force,

constructive algorithms, greedy, two pointers

[chenhx's solution](#)

**263.**

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[chenhx's solution](#)

**264.**

2004F

[Make a Palindrome](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, math

[chenhx's solution](#)

**265.**

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[chenhx's solution](#)

**266.**

2006D

[Iris and Adjacent Products](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2600 · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math

[chenhx's solution](#)

**267.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[chenhx's solution](#)

**268.**

1828E

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

Rating: 2600 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, hashing, strings

[chenhx's solution](#)

**269.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[chenhx's solution](#)

**270.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[chenhx's solution](#)

**271.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[chenhx's solution](#)

**272.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2022-08-26 · last AC: 2022-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[chenhx's solution](#)

### 273.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-08-22 · last AC: 2022-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[chenhx's solution](#)

### 274.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp

[chenhx's solution](#)

### 275.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, math, number theory

[chenhx's solution](#)

### 276.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graph matchings, sortings

[chenhx's solution](#)

### 277.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2022-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[chenhx's solution](#)

### 278.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2022-07-27 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[chenhx's solution](#)

### 279.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2600 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[chenhx's solution](#)

### 280.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chenhx's solution](#)

### 281.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[chenhx's solution](#)

**282.**

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[chenhx's solution](#)

**283.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[chenhx's solution](#)

**284.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-20 · last AC: 2022-05-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers  
[chenhx's solution](#)

**285.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2600 · first AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees  
[chenhx's solution](#)

**286.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2600 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory  
[chenhx's solution](#)

**287.**

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[chenhx's solution](#)

**288.**

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: math  
[chenhx's solution](#)

**289.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings  
[chenhx's solution](#)

**290.**

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities  
[chenhx's solution](#)

**291.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2021-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[chenhx's solution](#)

**292.**

285E

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

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-12-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[chenhx's solution](#)

**293.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities  
[chenhx's solution](#)

**294.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[chenhx's solution](#)

**295.**

1993E

[Xor-Grid Problem](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, implementation  
[chenhx's solution](#)

**296.**

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2022-11-11 · last AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees  
[chenhx's solution](#)

**297.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry  
[chenhx's solution](#)

**298.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2700 · first AC: 2022-10-11 · last AC: 2022-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees  
[chenhx's solution](#)

**299.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
[chenhx's solution](#)

**300.**

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2022-09-08 · last AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation  
[chenhx's solution](#)

**301.**

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math  
[chenhx's solution](#)

**302.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-07-20 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[chenhx's solution](#)

### 303.

576D

[Flights for Regular Customers](#) · [Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[chenhx's solution](#)

### 304.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[chenhx's solution](#)

### 305.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2022-04-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[chenhx's solution](#)

### 306.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[chenhx's solution](#)

### 307.

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2700 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[chenhx's solution](#)

### 308.

1146G

[Zoning Restrictions](#) · [Tutorial](#)

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graphs

[chenhx's solution](#)

### 309.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[chenhx's solution](#)

### 310.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2022-11-18 · last AC: 2022-11-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[chenhx's solution](#)

### 311.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2022-11-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[chenhx's solution](#)

### 312.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2022-11-10 · last AC: 2022-11-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[chenhx's solution](#)

**313.**

869D

[The Overdosing Ubiquity](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: 2800 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs  
[chenhx's solution](#)

**314.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-07-25 · last AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: math  
[chenhx's solution](#)

**315.**

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-07-19 · last AC: 2022-07-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
[chenhx's solution](#)

**316.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2022-07-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
[chenhx's solution](#)

**317.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[chenhx's solution](#)

**318.**

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp  
[chenhx's solution](#)

**319.**

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp  
[chenhx's solution](#)

**320.**

652F

[Ants on a Circle](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2800 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[chenhx's solution](#)

**321.**

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-24 · last AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings  
[chenhx's solution](#)

**322.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
[chenhx's solution](#)

**323.**

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2022-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, trees  
[chenhx's solution](#)

**324.**

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[chenhx's solution](#)

**325.**

794E

[Choosing Carrot](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2800 · first AC: 2022-02-21 · last AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games, math  
[chenhx's solution](#)

**326.**

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[chenhx's solution](#)

**327.**

549F

[Yura and Developers](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[chenhx's solution](#)

**328.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[chenhx's solution](#)

**329.**

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
[chenhx's solution](#)

**330.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-11-06 · last AC: 2022-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[chenhx's solution](#)

**331.**

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 2900 · first AC: 2022-11-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[chenhx's solution](#)

**332.**

1428G1

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-10-19 · last AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[chenhx's solution](#)

**333.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[chenhx's solution](#)

**334.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[chenhx's solution](#)

**335.**

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[chenhx's solution](#)

**336.**

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-03-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows

[chenhx's solution](#)

**337.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[chenhx's solution](#)

**338.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[chenhx's solution](#)

**339.**

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, matrices

[chenhx's solution](#)

**340.**

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3000 · first AC: 2022-10-18 · last AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[chenhx's solution](#)

**341.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[chenhx's solution](#)

**342.**

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-19 · last AC: 2022-07-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[chenhx's solution](#)

**343.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2022-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[chenhx's solution](#)

**344.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,629 global accepts · Rating: 3000 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[chenhx's solution](#)

**345.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-01-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[chenhx's solution](#)

**346.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[chenhx's solution](#)

**347.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2022-05-20 · last AC: 2022-05-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[chenhx's solution](#)

**348.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[chenhx's solution](#)

**349.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2022-03-10 · last AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities

[chenhx's solution](#)

**350.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[chenhx's solution](#)

**351.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[chenhx's solution](#)

**352.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-11-24 · last AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[chenhx's solution](#)

**353.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[chenhx's solution](#)

**354.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-08-04 · last AC: 2022-08-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[chenhx's solution](#)

**355.**

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**356.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**357.**

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**358.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**359.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**360.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**361.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**362.**

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**363.**

105385M

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

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**364.**

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**365.**

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**366.**

105385J

[Colorful Spanning Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**367.**

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[chenhx's solution](#)

**368.**

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**369.**

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**370.**

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**371.**

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[chenhx's solution](#)

**372.**

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[chenhx's solution](#)

**373.**

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**374.**

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —  
[chenhx's solution](#)

**375.**

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[chenhx's solution](#)

**376.**

105423A

[Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[chenhx's solution](#)

**377.**

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**378.**

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenhx's solution](#)

**379.**

105423J

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**406.**

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