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Unique solved — chenlinxuan0226

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

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

Filters: none

Count: 575

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[chenlinxuan0226's solution](#)

2.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,684 global accepts · Rating: 800 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[chenlinxuan0226's solution](#)

3.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[chenlinxuan0226's solution](#)

4.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,732 global accepts · Rating: 800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[chenlinxuan0226's solution](#)

5.

2167C

[Isamatdin and His Magic Wand!](#) · [Tutorial](#)

Quality: 36,062 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[chenlinxuan0226's solution](#)

6.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,824 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings
[chenlinxuan0226's solution](#)

7.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,464 global accepts · Rating: 800 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings
[chenlinxuan0226's solution](#)

8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,577 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[chenlinxuan0226's solution](#)

9.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,875 global accepts · Rating: 800 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, number theory
[chenlinxuan0226's solution](#)

10.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,949 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[chenlinxuan0226's solution](#)

11.

2171A

[Shizuku Hoshikawa and Farm Legs](#) · [Tutorial](#)

Quality: 37,248 global accepts · Rating: 800 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[chenlinxuan0226's solution](#)

12.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,495 global accepts · Rating: 800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, sortings

[chenlinxuan0226's solution](#)

13.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,828 global accepts · Rating: 800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, sortings

[chenlinxuan0226's solution](#)

14.

2152A

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

Quality: 22,304 global accepts · Rating: 800 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[chenlinxuan0226's solution](#)

15.

2147A

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

Quality: 18,631 global accepts · Rating: 800 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

16.

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

[chenlinxuan0226's solution](#)

17.

1702B

[Polycarp Writes a String from Memory](#) · [Tutorial](#)

Quality: 29,305 global accepts · Rating: 800 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[chenlinxuan0226's solution](#)

18.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

19.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[chenlinxuan0226's solution](#)

20.

2108A

[Permutation Warm-Up](#) · [Tutorial](#)

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[chenlinxuan0226's solution](#)

21.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[chenlinxuan0226's solution](#)

22.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,575 global accepts · Rating: 800 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[chenlinxuan0226's solution](#)

23.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[chenlinxuan0226's solution](#)

24.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,543 global accepts · Rating: 800 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: math
[chenlinxuan0226's solution](#)

25.

2092A

[Kamilka and the Sheep](#) · [Tutorial](#)

Quality: 28,316 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
[chenlinxuan0226's solution](#)

26.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,760 global accepts · Rating: 800 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[chenlinxuan0226's solution](#)

27.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[chenlinxuan0226's solution](#)

28.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[chenlinxuan0226's solution](#)

29.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[chenlinxuan0226's solution](#)

30.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[chenlinxuan0226's solution](#)

31.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[chenlinxuan0226's solution](#)

32.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[chenlinxuan0226's solution](#)

33.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[chenlinxuan0226's solution](#)

34.

2030A

[A Gift From Orangutan](#) · [Tutorial](#)

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenlinxuan0226's solution](#)

35.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[chenlinxuan0226's solution](#)

36.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[chenlinxuan0226's solution](#)

37.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,255 global accepts · Rating: 800 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[chenlinxuan0226's solution](#)

38.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[chenlinxuan0226's solution](#)

39.

1722C

[Word Game](#) · [Tutorial](#)

Quality: 36,175 global accepts · Rating: 800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation

[chenlinxuan0226's solution](#)

40.

1722A

[Spell Check](#) · [Tutorial](#)

Quality: 65,629 global accepts · Rating: 800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[chenlinxuan0226's solution](#)

41.

1722B

[Colourblindness](#) · [Tutorial](#)

Quality: 56,456 global accepts · Rating: 800 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

42.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,543 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, strings
[chenlinxuan0226's solution](#)

43.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[chenlinxuan0226's solution](#)

44.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[chenlinxuan0226's solution](#)

45.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,226 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation
[chenlinxuan0226's solution](#)

46.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,968 global accepts · Rating: 800 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math
[chenlinxuan0226's solution](#)

47.

1616A

[Integer Diversity](#) · [Tutorial](#)

Quality: 23,829 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

48.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[chenlinxuan0226's solution](#)

49.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,375 global accepts · Rating: 800 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[chenlinxuan0226's solution](#)

50.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[chenlinxuan0226's solution](#)

51.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[chenlinxuan0226's solution](#)

52.

1669C

[Odd/Even Increments](#) · [Tutorial](#)

Quality: 41,477 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[chenlinxuan0226's solution](#)

53.

1669B

[Triple](#) · [Tutorial](#)

Quality: 55,545 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[chenlinxuan0226's solution](#)

54.

1669A

[Division?](#) · [Tutorial](#)

Quality: 88,539 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

55.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[chenlinxuan0226's solution](#)

56.

49A

[Sleuth](#) · [Tutorial](#)

Quality: 15,266 global accepts · Rating: 800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

57.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,031 global accepts · Rating: 800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[chenlinxuan0226's solution](#)

58.

231A

[Team](#) · [Tutorial](#)

Quality: 430,265 global accepts · Rating: 800 · first AC: 2024-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[chenlinxuan0226's solution](#)

59.

2029A

[Set](#) · [Tutorial](#)

Quality: 14,163 global accepts · Rating: 800 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[chenlinxuan0226's solution](#)

60.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,452 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[chenlinxuan0226's solution](#)

61.

1926A

[Vlad and the Best of Five](#) · [Tutorial](#)

Quality: 62,197 global accepts · Rating: 800 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

62.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,642 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[chenlinxuan0226's solution](#)

63.

1999A

[A+B Again? · Tutorial](#)

Quality: 83,936 global accepts · Rating: 800 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[chenlinxuan0226's solution](#)

64.

2021A

[Meaning Mean · Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math, sortings
[chenlinxuan0226's solution](#)

65.

1934A

[Too Min Too Max · Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[chenlinxuan0226's solution](#)

66.

1920A

[Satisfying Constraints · Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[chenlinxuan0226's solution](#)

67.

1919B

[Plus-Minus Split · Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[chenlinxuan0226's solution](#)

68.

1919A

[Wallet Exchange · Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: games, math
[chenlinxuan0226's solution](#)

69.

1858A

[Buttons · Tutorial](#)

Quality: 66,345 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math
[chenlinxuan0226's solution](#)

70.

1859A

[United We Stand · Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[chenlinxuan0226's solution](#)

71.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[chenlinxuan0226's solution](#)

72.

1845A

[Forbidden Integer · Tutorial](#)

Quality: 47,348 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[chenlinxuan0226's solution](#)

73.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,531 global accepts · Rating: 800 · first AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[chenlinxuan0226's solution](#)

74.

1730A

[Planets](#) · [Tutorial](#)

Quality: 24,815 global accepts · Rating: 800 · first AC: 2022-09-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[chenlinxuan0226's solution](#)

75.

1734B

[Bright, Nice, Brilliant](#) · [Tutorial](#)

Quality: 16,404 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

76.

1734A

[Select Three Sticks](#) · [Tutorial](#)

Quality: 22,407 global accepts · Rating: 800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[chenlinxuan0226's solution](#)

77.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

78.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,584 global accepts · Rating: 900 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation, strings
[chenlinxuan0226's solution](#)

79.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,055 global accepts · Rating: 900 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[chenlinxuan0226's solution](#)

80.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[chenlinxuan0226's solution](#)

81.

2171B

[Yuu Koito and Minimum Absolute Sum](#) · [Tutorial](#)

Quality: 27,100 global accepts · Rating: 900 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[chenlinxuan0226's solution](#)

82.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,881 global accepts · Rating: 900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[chenlinxuan0226's solution](#)

83.

2048B

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

Quality: 20,650 global accepts · Rating: 900 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

84.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[chenlinxuan0226's solution](#)

85.

1696B

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

Quality: 36,325 global accepts · Rating: 900 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[chenlinxuan0226's solution](#)

86.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[chenlinxuan0226's solution](#)

87.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,682 global accepts · Rating: 900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: strings

[chenlinxuan0226's solution](#)

88.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,810 global accepts · Rating: 900 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, sortings

[chenlinxuan0226's solution](#)

89.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[chenlinxuan0226's solution](#)

90.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,451 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[chenlinxuan0226's solution](#)

91.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[chenlinxuan0226's solution](#)

92.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, math

[chenlinxuan0226's solution](#)

93.

2167D

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

Quality: 30,207 global accepts · Rating: 1000 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[chenlinxuan0226's solution](#)

94.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,950 global accepts · Rating: 1000 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

95.

779A

[Pupils Redistribution](#) · [Tutorial](#)

Quality: 9,704 global accepts · Rating: 1000 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[chenlinxuan0226's solution](#)

96.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,253 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory

[chenlinxuan0226's solution](#)

97.

2147B

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

Quality: 16,963 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[chenlinxuan0226's solution](#)

98.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[chenlinxuan0226's solution](#)

99.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,819 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[chenlinxuan0226's solution](#)

100.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[chenlinxuan0226's solution](#)

101.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, two pointers

[chenlinxuan0226's solution](#)

102.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[chenlinxuan0226's solution](#)

103.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,171 global accepts · Rating: 1000 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[chenlinxuan0226's solution](#)

104.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,035 global accepts · Rating: 1000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[chenlinxuan0226's solution](#)

105.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[chenlinxuan0226's solution](#)

106.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,746 global accepts · Rating: 1000 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation

[chenlinxuan0226's solution](#)

107.

1859B

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

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenlinxuan0226's solution](#)

108.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, two pointers

[chenlinxuan0226's solution](#)

109.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,625 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[chenlinxuan0226's solution](#)

110.

2183B

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

Quality: 16,175 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

111.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 1100 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[chenlinxuan0226's solution](#)

112.

1702C

[Train and Queries](#) · [Tutorial](#)

Quality: 25,123 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[chenlinxuan0226's solution](#)

113.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[chenlinxuan0226's solution](#)

114.

2171C1

[Renako Amaori and XOR Game \(easy version\) · Tutorial](#)

Quality: 19,239 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[chenlinxuan0226's solution](#)

115.

296A

[Yaroslav and Permutations · Tutorial](#)

Quality: 26,039 global accepts · Rating: 1100 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[chenlinxuan0226's solution](#)

116.

2138A

[Cake Assignment · Tutorial](#)

Quality: 16,999 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[chenlinxuan0226's solution](#)

117.

2122B

[Pile Shuffling · Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[chenlinxuan0226's solution](#)

118.

2104C

[Card Game · Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math
[chenlinxuan0226's solution](#)

119.

2096B

[Wonderful Gloves · Tutorial](#)

Quality: 16,571 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[chenlinxuan0226's solution](#)

120.

2084B

[MIN = GCD · Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[chenlinxuan0226's solution](#)

121.

2086B

[Large Array and Segments · Tutorial](#)

Quality: 18,993 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[chenlinxuan0226's solution](#)

122.

2063B

[Subsequence Update · Tutorial](#)

Quality: 23,194 global accepts · Rating: 1100 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[chenlinxuan0226's solution](#)

123.

2030C

[A TRUE Battle · Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy
[chenlinxuan0226's solution](#)

124.

2032B

[Medians · Tutorial](#)

Quality: 20,593 global accepts · Rating: 1100 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chenlinxuan0226's solution](#)

125.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 34,998 global accepts · Rating: 1100 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry, implementation, math

[chenlinxuan0226's solution](#)

126.

2009C

[The Legend of Freya the Frog](#) · [Tutorial](#)

Quality: 33,011 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math

[chenlinxuan0226's solution](#)

127.

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[chenlinxuan0226's solution](#)

128.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[chenlinxuan0226's solution](#)

129.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[chenlinxuan0226's solution](#)

130.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,619 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[chenlinxuan0226's solution](#)

131.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[chenlinxuan0226's solution](#)

132.

2029B

[Replacement](#) · [Tutorial](#)

Quality: 11,741 global accepts · Rating: 1100 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, strings

[chenlinxuan0226's solution](#)

133.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,674 global accepts · Rating: 1100 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings

[chenlinxuan0226's solution](#)

134.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[chenlinxuan0226's solution](#)

135.

1673B

[A Perfectly Balanced String?](#) · [Tutorial](#)

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings
[chenlinxuan0226's solution](#)

136.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,135 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, games, greedy
[chenlinxuan0226's solution](#)

137.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,699 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation
[chenlinxuan0226's solution](#)

138.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,303 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers
[chenlinxuan0226's solution](#)

139.

1922B

[Forming Triangles](#) · [Tutorial](#)

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[chenlinxuan0226's solution](#)

140.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[chenlinxuan0226's solution](#)

141.

2135A

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

Quality: 18,345 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[chenlinxuan0226's solution](#)

142.

2046A

[Swap Columns and Find a Path](#) · [Tutorial](#)

Quality: 16,809 global accepts · Rating: 1200 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[chenlinxuan0226's solution](#)

143.

2092C

[Asuna and the Mosquitoes](#) · [Tutorial](#)

Quality: 22,584 global accepts · Rating: 1200 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[chenlinxuan0226's solution](#)

144.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,144 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[chenlinxuan0226's solution](#)

145.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math, number theory

[chenlinxuan0226's solution](#)

146.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chenlinxuan0226's solution](#)

147.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[chenlinxuan0226's solution](#)

148.

1834C

[Game with Reversing](#) · [Tutorial](#)

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, math, strings

[chenlinxuan0226's solution](#)

149.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,723 global accepts · Rating: 1200 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, implementation

[chenlinxuan0226's solution](#)

150.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1200 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, strings

[chenlinxuan0226's solution](#)

151.

1926C

[Vlad and a Sum of Sum of Digits](#) · [Tutorial](#)

Quality: 32,747 global accepts · Rating: 1200 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[chenlinxuan0226's solution](#)

152.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, math, number theory

[chenlinxuan0226's solution](#)

153.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[chenlinxuan0226's solution](#)

154.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[chenlinxuan0226's solution](#)

155.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,631 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[chenlinxuan0226's solution](#)

156.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[chenlinxuan0226's solution](#)

157.

2187A

[Restricted Sorting](#) · [Tutorial](#)

Quality: 15,869 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[chenlinxuan0226's solution](#)

158.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,670 global accepts · Rating: 1300 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[chenlinxuan0226's solution](#)

159.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,115 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

160.

2152B

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

Quality: 12,855 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[chenlinxuan0226's solution](#)

161.

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

[chenlinxuan0226's solution](#)

162.

2129A

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

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[chenlinxuan0226's solution](#)

163.

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,430 global accepts · Rating: 1300 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[chenlinxuan0226's solution](#)

164.

2108B

[SUMdamental Decomposition](#) · [Tutorial](#)

Quality: 14,544 global accepts · Rating: 1300 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math

[chenlinxuan0226's solution](#)

165.

2086C

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

Quality: 16,126 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[chenlinxuan0226's solution](#)

166.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[chenlinxuan0226's solution](#)

167.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,569 global accepts · Rating: 1300 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenlinxuan0226's solution](#)

168.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,294 global accepts · Rating: 1300 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[chenlinxuan0226's solution](#)

169.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,416 global accepts · Rating: 1300 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[chenlinxuan0226's solution](#)

170.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,588 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[chenlinxuan0226's solution](#)

171.

1669H

[Maximal AND](#) · [Tutorial](#)

Quality: 29,112 global accepts · Rating: 1300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math

[chenlinxuan0226's solution](#)

172.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[chenlinxuan0226's solution](#)

173.

634A

[Island Puzzle](#) · [Tutorial](#)

Quality: 3,454 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[chenlinxuan0226's solution](#)

174.

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,993 global accepts · Rating: 1300 · first AC: 2024-11-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[chenlinxuan0226's solution](#)

175.

1926D

[Vlad and Division](#) · [Tutorial](#)

Quality: 18,373 global accepts · Rating: 1300 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[chenlinxuan0226's solution](#)

176.

1999E

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

Quality: 23,621 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation, math
[chenlinxuan0226's solution](#)

177.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[chenlinxuan0226's solution](#)

178.

1988C

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

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[chenlinxuan0226's solution](#)

179.

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers
[chenlinxuan0226's solution](#)

180.

2171D

[Rae Taylor and Trees \(easy version\)](#) · [Tutorial](#)

Quality: 11,580 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[chenlinxuan0226's solution](#)

181.

2171C2

[Renako Amaori and XOR Game \(hard version\)](#) · [Tutorial](#)

Quality: 11,843 global accepts · Rating: 1400 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, games, greedy
[chenlinxuan0226's solution](#)

182.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,250 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[chenlinxuan0226's solution](#)

183.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,709 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[chenlinxuan0226's solution](#)

184.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,223 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[chenlinxuan0226's solution](#)

185.

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[chenlinxuan0226's solution](#)

186.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[chenlinxuan0226's solution](#)

187.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[chenlinxuan0226's solution](#)

188.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,585 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[chenlinxuan0226's solution](#)

189.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[chenlinxuan0226's solution](#)

190.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, greedy, implementation, interactive

[chenlinxuan0226's solution](#)

191.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[chenlinxuan0226's solution](#)

192.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[chenlinxuan0226's solution](#)

193.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,173 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers

[chenlinxuan0226's solution](#)

194.

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chenlinxuan0226's solution](#)

195.

1888D1

[Dances \(Easy version\) · Tutorial](#)

Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[chenlinxuan0226's solution](#)

196.

1888C

[You Are So Beautiful · Tutorial](#)

Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[chenlinxuan0226's solution](#)

197.

1883G1

[Dances \(Easy version\) · Tutorial](#)

Quality: 19,553 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers
[chenlinxuan0226's solution](#)

198.

1883F

[You Are So Beautiful · Tutorial](#)

Quality: 11,864 global accepts · Rating: 1400 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[chenlinxuan0226's solution](#)

199.

2009E

[Klee's SUPER DUPER LARGE Array!!! · Tutorial](#)

Quality: 17,667 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search
[chenlinxuan0226's solution](#)

200.

2009D

[Satyam and Counting · Tutorial](#)

Quality: 18,774 global accepts · Rating: 1400 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, math
[chenlinxuan0226's solution](#)

201.

1966C

[Everything Nim · Tutorial](#)

Rating: 1400 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[chenlinxuan0226's solution](#)

202.

1919C

[Grouping Increases · Tutorial](#)

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[chenlinxuan0226's solution](#)

203.

1847C

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

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[chenlinxuan0226's solution](#)

204.

1845C

[Strong Password · Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, strings
[chenlinxuan0226's solution](#)

205.

2183D1

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

Quality: 8,855 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[chenlinxuan0226's solution](#)

206.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[chenlinxuan0226's solution](#)

207.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,547 global accepts · Rating: 1500 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[chenlinxuan0226's solution](#)

208.

1114B

[Yet Another Array Partitioning Task](#) · [Tutorial](#)

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2025-12-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, sortings

[chenlinxuan0226's solution](#)

209.

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[chenlinxuan0226's solution](#)

210.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[chenlinxuan0226's solution](#)

211.

2115A

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

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[chenlinxuan0226's solution](#)

212.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,686 global accepts · Rating: 1500 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[chenlinxuan0226's solution](#)

213.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenlinxuan0226's solution](#)

214.

2049C

[MEX Cycle](#) · [Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[chenlinxuan0226's solution](#)

215.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[chenlinxuan0226's solution](#)

216.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[chenlinxuan0226's solution](#)

217.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[chenlinxuan0226's solution](#)

218.

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math
[chenlinxuan0226's solution](#)

219.

1926E

[Vlad and an Odd Ordering](#) · [Tutorial](#)

Quality: 14,846 global accepts · Rating: 1500 · first AC: 2024-10-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory
[chenlinxuan0226's solution](#)

220.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,963 global accepts · Rating: 1500 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math
[chenlinxuan0226's solution](#)

221.

1999G1

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

Quality: 14,527 global accepts · Rating: 1500 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive
[chenlinxuan0226's solution](#)

222.

35C

[Fire Again](#) · [Tutorial](#)

Quality: 8,618 global accepts · Rating: 1500 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, shortest paths
[chenlinxuan0226's solution](#)

223.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory
[chenlinxuan0226's solution](#)

224.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,445 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, math
[chenlinxuan0226's solution](#)

225.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,810 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings
[chenlinxuan0226's solution](#)

226.

2167G

[Mukhammadali and the Smooth Array](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[chenlinxuan0226's solution](#)

227.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,133 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[chenlinxuan0226's solution](#)

228.

2167E

[khba Loves to Sleep!](#) · [Tutorial](#)

Quality: 9,068 global accepts · Rating: 1600 · first AC: 2025-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[chenlinxuan0226's solution](#)

229.

2171F

[Rae Taylor and Trees \(hard version\)](#) · [Tutorial](#)

Quality: 7,128 global accepts · Rating: 1600 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu, greedy, implementation, trees

[chenlinxuan0226's solution](#)

230.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,009 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[chenlinxuan0226's solution](#)

231.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[chenlinxuan0226's solution](#)

232.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[chenlinxuan0226's solution](#)

233.

2046B

[Move Back at a Cost](#) · [Tutorial](#)

Quality: 10,868 global accepts · Rating: 1600 · first AC: 2025-05-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, sortings

[chenlinxuan0226's solution](#)

234.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[chenlinxuan0226's solution](#)

235.

2063C

[Remove Exactly Two](#) · [Tutorial](#)

Quality: 14,643 global accepts · Rating: 1600 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy, sortings, trees

[chenlinxuan0226's solution](#)

236.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,310 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[chenlinxuan0226's solution](#)

237.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[chenlinxuan0226's solution](#)

238.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[chenlinxuan0226's solution](#)

239.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[chenlinxuan0226's solution](#)

240.

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[chenlinxuan0226's solution](#)

241.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[chenlinxuan0226's solution](#)

242.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,697 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[chenlinxuan0226's solution](#)

243.

567C

[Geometric Progression](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp

[chenlinxuan0226's solution](#)

244.

2159A

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

Quality: 8,133 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive
[chenlinxuan0226's solution](#)

245.

2152D

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

Quality: 6,756 global accepts · Rating: 1700 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math
[chenlinxuan0226's solution](#)

246.

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[chenlinxuan0226's solution](#)

247.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math
[chenlinxuan0226's solution](#)

248.

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math
[chenlinxuan0226's solution](#)

249.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings
[chenlinxuan0226's solution](#)

250.

2018C

[Tree Pruning](#) · [Tutorial](#)

Quality: 9,645 global accepts · Rating: 1700 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, greedy, sortings, trees
[chenlinxuan0226's solution](#)

251.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings
[chenlinxuan0226's solution](#)

252.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[chenlinxuan0226's solution](#)

253.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, strings
[chenlinxuan0226's solution](#)

254.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,080 global accepts · Rating: 1700 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[chenlinxuan0226's solution](#)

255.

2030D

[QED's Favorite Permutation](#) · [Tutorial](#)

Quality: 8,612 global accepts · Rating: 1700 · first AC: 2024-11-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings

[chenlinxuan0226's solution](#)

256.

1883E

[Look Back](#) · [Tutorial](#)

Quality: 9,922 global accepts · Rating: 1700 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[chenlinxuan0226's solution](#)

257.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[chenlinxuan0226's solution](#)

258.

2009F

[Firefly's Queries](#) · [Tutorial](#)

Quality: 8,488 global accepts · Rating: 1700 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, flows, math

[chenlinxuan0226's solution](#)

259.

2029C

[New Rating](#) · [Tutorial](#)

Quality: 7,585 global accepts · Rating: 1700 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[chenlinxuan0226's solution](#)

260.

1999G2

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

Quality: 11,029 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, ternary search

[chenlinxuan0226's solution](#)

261.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[chenlinxuan0226's solution](#)

262.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[chenlinxuan0226's solution](#)

263.

2187B

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

Quality: 5,287 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[chenlinxuan0226's solution](#)

264.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[chenlinxuan0226's solution](#)

265.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, strings, two pointers

[chenlinxuan0226's solution](#)

266.

2144D

[Price Tags](#) · [Tutorial](#)

Quality: 6,999 global accepts · Rating: 1800 · first AC: 2025-10-31 · last AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[chenlinxuan0226's solution](#)

267.

2138C1

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

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees

[chenlinxuan0226's solution](#)

268.

2127D

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

Quality: 6,195 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[chenlinxuan0226's solution](#)

269.

1856E1

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

Quality: 6,443 global accepts · Rating: 1800 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[chenlinxuan0226's solution](#)

270.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,827 global accepts · Rating: 1800 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[chenlinxuan0226's solution](#)

271.

2092D

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

Quality: 6,880 global accepts · Rating: 1800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[chenlinxuan0226's solution](#)

272.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[chenlinxuan0226's solution](#)

273.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[chenlinxuan0226's solution](#)

274.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[chenlinxuan0226's solution](#)

275.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[chenlinxuan0226's solution](#)

276.

1729E

[Guess the Cycle Size](#) · [Tutorial](#)

Quality: 7,915 global accepts · Rating: 1800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: interactive, probabilities

[chenlinxuan0226's solution](#)

277.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-07-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[chenlinxuan0226's solution](#)

278.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[chenlinxuan0226's solution](#)

279.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[chenlinxuan0226's solution](#)

280.

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings

[chenlinxuan0226's solution](#)

281.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,895 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[chenlinxuan0226's solution](#)

282.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[chenlinxuan0226's solution](#)

283.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,970 global accepts · Rating: 1900 · first AC: 2025-12-06 · last AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[chenlinxuan0226's solution](#)

284.

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy

[chenlinxuan0226's solution](#)

285.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings

[chenlinxuan0226's solution](#)

286.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[chenlinxuan0226's solution](#)

287.

2022D1

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

Quality: 4,018 global accepts · Rating: 1900 · first AC: 2024-11-26 · last AC: 2025-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, implementation, interactive

[chenlinxuan0226's solution](#)

288.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[chenlinxuan0226's solution](#)

289.

2129C1

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

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[chenlinxuan0226's solution](#)

290.

27C

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

Quality: 3,064 global accepts · Rating: 1900 · first AC: 2025-05-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[chenlinxuan0226's solution](#)

291.

2018B

[Speedbreaker](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 1900 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[chenlinxuan0226's solution](#)

292.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[chenlinxuan0226's solution](#)

293.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[chenlinxuan0226's solution](#)

294.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[chenlinxuan0226's solution](#)

295.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, sortings, two pointers

[chenlinxuan0226's solution](#)

296.

1545B

[AquaMoon and Chess](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chenlinxuan0226's solution](#)

297.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest paths

[chenlinxuan0226's solution](#)

298.

1888D2

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

Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[chenlinxuan0226's solution](#)

299.

1883G2

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

Quality: 6,741 global accepts · Rating: 1900 · first AC: 2024-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[chenlinxuan0226's solution](#)

300.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[chenlinxuan0226's solution](#)

301.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[chenlinxuan0226's solution](#)

302.

1926G

[Vlad and Trouble at MIT](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1900 · first AC: 2024-10-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, flows, graphs, greedy, implementation, trees

[chenlinxuan0226's solution](#)

303.

1673D

[Lost Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-06-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory
[chenlinxuan0226's solution](#)

304.

2215B

[RReeppeettiittioonn](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, math, number theory
[chenlinxuan0226's solution](#)

305.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive
[chenlinxuan0226's solution](#)

306.

2171E

[Anisphia Wynn Palettia and Good Permutations](#) · [Tutorial](#)

Quality: 3,654 global accepts · Rating: 2000 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory
[chenlinxuan0226's solution](#)

307.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,527 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[chenlinxuan0226's solution](#)

308.

1702G2

[Passable Paths \(hard version\)](#) · [Tutorial](#)

Quality: 5,788 global accepts · Rating: 2000 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, trees
[chenlinxuan0226's solution](#)

309.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees
[chenlinxuan0226's solution](#)

310.

1893C

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

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation
[chenlinxuan0226's solution](#)

311.

117C

[Cycle](#) · [Tutorial](#)

Quality: 2,962 global accepts · Rating: 2000 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs
[chenlinxuan0226's solution](#)

312.

2138C2

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

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[chenlinxuan0226's solution](#)

313.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[chenlinxuan0226's solution](#)

314.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[chenlinxuan0226's solution](#)

315.

2129C2

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

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[chenlinxuan0226's solution](#)

316.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[chenlinxuan0226's solution](#)

317.

2063D

[Game With Triangles](#) · [Tutorial](#)

Quality: 5,042 global accepts · Rating: 2000 · first AC: 2025-01-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math, ternary search, two pointers

[chenlinxuan0226's solution](#)

318.

896B

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2024-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[chenlinxuan0226's solution](#)

319.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chenlinxuan0226's solution](#)

320.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp

[chenlinxuan0226's solution](#)

321.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[chenlinxuan0226's solution](#)

322.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[chenlinxuan0226's solution](#)

323.

1994E

[Wooden Game](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 2000 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, trees
[chenlinxuan0226's solution](#)

324.

1988D

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

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, trees
[chenlinxuan0226's solution](#)

325.

1753C

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

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities
[chenlinxuan0226's solution](#)

326.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[chenlinxuan0226's solution](#)

327.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2100 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[chenlinxuan0226's solution](#)

328.

2192E

[Swap to Rearrange](#) · [Tutorial](#)

Quality: 2,080 global accepts · Rating: 2100 · first AC: 2026-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, strings
[chenlinxuan0226's solution](#)

329.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
[chenlinxuan0226's solution](#)

330.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees
[chenlinxuan0226's solution](#)

331.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[chenlinxuan0226's solution](#)

332.

748E

[Santa Claus and Tangerines](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, two pointers
[chenlinxuan0226's solution](#)

333.

65C

[Harry Potter and the Golden Snitch](#) · [Tutorial](#)

Quality: 869 global accepts · Rating: 2100 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[chenlinxuan0226's solution](#)

334.

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[chenlinxuan0226's solution](#)

335.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[chenlinxuan0226's solution](#)

336.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[chenlinxuan0226's solution](#)

337.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[chenlinxuan0226's solution](#)

338.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 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

[chenlinxuan0226's solution](#)

339.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, math, sortings

[chenlinxuan0226's solution](#)

340.

1866H

[Happy Sets](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics

[chenlinxuan0226's solution](#)

341.

2115B

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

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[chenlinxuan0226's solution](#)

342.

2092E

[She knows...](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math

[chenlinxuan0226's solution](#)

343.

2040E

[Control of Randomness](#) · [Tutorial](#)

Quality: 2,670 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[chenlinxuan0226's solution](#)

344.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[chenlinxuan0226's solution](#)

345.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2026-04-16 · last AC: 2026-04-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[chenlinxuan0226's solution](#)

346.

2215C

[Oriented Journey](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2200 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, communication, constructive algorithms, graphs, interactive, trees

[chenlinxuan0226's solution](#)

347.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[chenlinxuan0226's solution](#)

348.

2200G

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

Quality: 1,029 global accepts · Rating: 2200 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, probabilities

[chenlinxuan0226's solution](#)

349.

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, trees

[chenlinxuan0226's solution](#)

350.

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: trees

[chenlinxuan0226's solution](#)

351.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[chenlinxuan0226's solution](#)

352.

420D

[Cup Trick](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[chenlinxuan0226's solution](#)

353.

191E

[Thwarting Demonstrations](#) · [Tutorial](#)

Quality: 959 global accepts · Rating: 2200 · first AC: 2025-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, trees

[chenlinxuan0226's solution](#)

354.

1114E

[Arithmetic Progression](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, number theory, probabilities

[chenlinxuan0226's solution](#)

355.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, number theory

[chenlinxuan0226's solution](#)

356.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2025-10-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, strings, trees

[chenlinxuan0226's solution](#)

357.

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-10-01 · last AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp

[chenlinxuan0226's solution](#)

358.

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2200 · first AC: 2025-05-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers

[chenlinxuan0226's solution](#)

359.

2108D

[Needle in a Numstack](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2200 · first AC: 2025-05-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, implementation, interactive

[chenlinxuan0226's solution](#)

360.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2024-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[chenlinxuan0226's solution](#)

361.

518E

[Arthur and Questions](#) · [Tutorial](#)

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2024-11-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search

[chenlinxuan0226's solution](#)

362.

617E

[XOR and Favorite Number](#) · [Tutorial](#)

Quality: 10,614 global accepts · Rating: 2200 · first AC: 2023-07-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[chenlinxuan0226's solution](#)

363.

2187C

[Jerry and Tom](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, games, graphs, greedy, trees

[chenlinxuan0226's solution](#)

364.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[chenlinxuan0226's solution](#)

365.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[chenlinxuan0226's solution](#)

366.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2025-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, strings

[chenlinxuan0226's solution](#)

367.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2300 · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[chenlinxuan0226's solution](#)

368.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[chenlinxuan0226's solution](#)

369.

2028E

[Alice's Adventures in the Rabbit Hole](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[chenlinxuan0226's solution](#)

370.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[chenlinxuan0226's solution](#)

371.

1065E

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

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2025-09-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, strings

[chenlinxuan0226's solution](#)

372.

2147E

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

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks,

brute force, data structures, greedy

[chenlinxuan0226's solution](#)

373.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2025-09-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[chenlinxuan0226's solution](#)

374.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[chenlinxuan0226's solution](#)

375.

2077C

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

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[chenlinxuan0226's solution](#)

376.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math

[chenlinxuan0226's solution](#)

377.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[chenlinxuan0226's solution](#)

378.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[chenlinxuan0226's solution](#)

379.

1988E

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

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[chenlinxuan0226's solution](#)

380.

1798E

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

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2023-11-15 · last AC: 2023-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[chenlinxuan0226's solution](#)

381.

1090C

[New Year Presents](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2400 · first AC: 2026-04-13 · last AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[chenlinxuan0226's solution](#)

382.

755E

[PolandBall and White-Red graph](#) · [Tutorial](#)

Quality: 917 global accepts · Rating: 2400 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[chenlinxuan0226's solution](#)

383.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[chenlinxuan0226's solution](#)

384.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[chenlinxuan0226's solution](#)

385.

979E

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

Quality: 908 global accepts · Rating: 2400 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[chenlinxuan0226's solution](#)

386.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2400 · first AC: 2025-12-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[chenlinxuan0226's solution](#)

387.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[chenlinxuan0226's solution](#)

388.

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[chenlinxuan0226's solution](#)

389.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[chenlinxuan0226's solution](#)

390.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2025-11-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[chenlinxuan0226's solution](#)

391.

1935E

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

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2025-11-25 · last AC: 2025-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math

[chenlinxuan0226's solution](#)

392.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities
[chenlinxuan0226's solution](#)

393.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2025-10-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees
[chenlinxuan0226's solution](#)

394.

2063F1

[Counting Is Not Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,549 global accepts · Rating: 2400 · first AC: 2025-10-02 · last AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, dsu, graphs, hashing, implementation, math, trees
[chenlinxuan0226's solution](#)

395.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, probabilities
[chenlinxuan0226's solution](#)

396.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings
[chenlinxuan0226's solution](#)

397.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices
[chenlinxuan0226's solution](#)

398.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2025-08-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings
[chenlinxuan0226's solution](#)

399.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths
[chenlinxuan0226's solution](#)

400.

2098E

[Bermuda Triangle](#) · [Tutorial](#)

Rating: 2400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: chinese remainder theorem, geometry, number theory
[chenlinxuan0226's solution](#)

401.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers
[chenlinxuan0226's solution](#)

402.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[chenlinxuan0226's solution](#)

403.

2066D1

[Club of Young Aircraft Builders \(easy version\)](#) · [Tutorial](#)

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[chenlinxuan0226's solution](#)

404.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[chenlinxuan0226's solution](#)

405.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, number theory

[chenlinxuan0226's solution](#)

406.

1882E1

[Two Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2024-11-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, number theory

[chenlinxuan0226's solution](#)

407.

856C

[Eleventh Birthday](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2400 · first AC: 2024-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[chenlinxuan0226's solution](#)

408.

446C

[DZY Loves Fibonacci Numbers](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2024-08-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[chenlinxuan0226's solution](#)

409.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[chenlinxuan0226's solution](#)

410.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[chenlinxuan0226's solution](#)

411.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[chenlinxuan0226's solution](#)

412.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[chenlinxuan0226's solution](#)

413.

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2500 · first AC: 2026-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[chenlinxuan0226's solution](#)

414.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[chenlinxuan0226's solution](#)

415.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2025-11-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, greedy, math

[chenlinxuan0226's solution](#)

416.

2022E1

[Billetes MX \(Easy Version\)](#) · [Tutorial](#)

Quality: 759 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, binary search, combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[chenlinxuan0226's solution](#)

417.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[chenlinxuan0226's solution](#)

418.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math

[chenlinxuan0226's solution](#)

419.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-10-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[chenlinxuan0226's solution](#)

420.

2125E

[Sets of Complementary Sums](#) · [Tutorial](#)

Quality: 1,416 global accepts · Rating: 2500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, two pointers

[chenlinxuan0226's solution](#)

421.

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-10-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[chenlinxuan0226's solution](#)

422.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[chenlinxuan0226's solution](#)

423.

2034F1

[Khayyam's Royal Decree \(Easy Version\)](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[chenlinxuan0226's solution](#)

424.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2024-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[chenlinxuan0226's solution](#)

425.

2200H

[Six Seven](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2600 · first AC: 2026-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: divide and conquer, math, number theory, strings, trees

[chenlinxuan0226's solution](#)

426.

2187D

[Cool Problem](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2600 · first AC: 2026-01-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math

[chenlinxuan0226's solution](#)

427.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices

[chenlinxuan0226's solution](#)

428.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2600 · first AC: 2025-11-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive, probabilities

[chenlinxuan0226's solution](#)

429.

2022E2

[Billetes MX \(Hard Version\)](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2600 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, dsu, graphs

[chenlinxuan0226's solution](#)

430.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, probabilities

[chenlinxuan0226's solution](#)

431.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, matrices

[chenlinxuan0226's solution](#)

432.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[chenlinxuan0226's solution](#)

433.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2024-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[chenlinxuan0226's solution](#)

434.

2215E

[Star Map](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2700 · first AC: 2026-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, geometry, greedy, sortings

[chenlinxuan0226's solution](#)

435.

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2025-11-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[chenlinxuan0226's solution](#)

436.

2022D2

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

Quality: 827 global accepts · Rating: 2700 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, interactive

[chenlinxuan0226's solution](#)

437.

460E

[Roland and Rose](#) · [Tutorial](#)

Quality: 382 global accepts · Rating: 2700 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, geometry, math, sortings

[chenlinxuan0226's solution](#)

438.

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2025-10-24 · last AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[chenlinxuan0226's solution](#)

439.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2025-10-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[chenlinxuan0226's solution](#)

440.

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2025-08-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[chenlinxuan0226's solution](#)

441.

475E

[Strongly Connected City 2](#) · [Tutorial](#)

Quality: 622 global accepts · Rating: 2700 · first AC: 2025-06-03 · last AC: 2025-06-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[chenlinxuan0226's solution](#)

442.

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2700 · first AC: 2025-06-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[chenlinxuan0226's solution](#)

443.

1856E2

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

Quality: 1,756 global accepts · Rating: 2700 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[chenlinxuan0226's solution](#)

444.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[chenlinxuan0226's solution](#)

445.

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2700 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[chenlinxuan0226's solution](#)

446.

2040F

[Number of Cubes](#) · [Tutorial](#)

Quality: 459 global accepts · Rating: 2700 · first AC: 2024-12-09 · last AC: 2024-12-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[chenlinxuan0226's solution](#)

447.

2026F

[Bermart Ice Cream](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 2700 · first AC: 2024-10-30 · last AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, implementation, trees

[chenlinxuan0226's solution](#)

448.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[chenlinxuan0226's solution](#)

449.

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[chenlinxuan0226's solution](#)

450.

2178G

[deCH OR Dations](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2800 · first AC: 2025-12-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dp, hashing, probabilities

[chenlinxuan0226's solution](#)

451.

2150E2

[Hidden Single \(Version 2\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, interactive, math, probabilities

[chenlinxuan0226's solution](#)

452.

2048G

[Kevin and Matrices · Tutorial](#)

Quality: 742 global accepts · Rating: 2800 · first AC: 2025-09-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[chenlinxuan0226's solution](#)

453.

1808E3

[Minibuses on Venus \(hard version\) · Tutorial](#)

Quality: 575 global accepts · Rating: 2800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, math

[chenlinxuan0226's solution](#)

454.

913F

[Strongly Connected Tournament · Tutorial](#)

Quality: 771 global accepts · Rating: 2800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, probabilities

[chenlinxuan0226's solution](#)

455.

513F2

[Scaygerboss · Tutorial](#)

Quality: 412 global accepts · Rating: 2800 · first AC: 2025-09-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[chenlinxuan0226's solution](#)

456.

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2025-09-10 · last AC: 2025-09-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, flows, graphs, implementation

[chenlinxuan0226's solution](#)

457.

2034F2

[Khayyam's Royal Decree \(Hard Version\) · Tutorial](#)

Quality: 598 global accepts · Rating: 2800 · first AC: 2024-11-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[chenlinxuan0226's solution](#)

458.

2003F

[Turtle and Three Sequences · Tutorial](#)

Quality: 803 global accepts · Rating: 2800 · first AC: 2024-11-07 · last AC: 2024-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, probabilities, two pointers

[chenlinxuan0226's solution](#)

459.

79D

[Password · Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[chenlinxuan0226's solution](#)

460.

2211G

[Rational Bubble Sort · Tutorial](#)

Quality: 281 global accepts · Rating: 2900 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy

[chenlinxuan0226's solution](#)

461.

2207F

[Hanabi](#) · [Tutorial](#)

Quality: 270 global accepts · Rating: 2900 · first AC: 2026-03-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, flows, graph matchings, graphs, greedy

[chenlinxuan0226's solution](#)

462.

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[chenlinxuan0226's solution](#)

463.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2025-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, string suffix structures, strings

[chenlinxuan0226's solution](#)

464.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[chenlinxuan0226's solution](#)

465.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number theory

[chenlinxuan0226's solution](#)

466.

2066D2

[Club of Young Aircraft Builders \(hard version\)](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-09-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[chenlinxuan0226's solution](#)

467.

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2900 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, games, greedy, math

[chenlinxuan0226's solution](#)

468.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2025-05-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs

[chenlinxuan0226's solution](#)

469.

2092F

[Andryusha and CCB](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2900 · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory, strings

[chenlinxuan0226's solution](#)

470.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2025-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, probabilities

[chenlinxuan0226's solution](#)

471.

2020F

[Count Leaves](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 2900 · first AC: 2025-02-08 · last AC: 2025-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory

[chenlinxuan0226's solution](#)

472.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2024-03-24 · last AC: 2024-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, math

[chenlinxuan0226's solution](#)

473.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2026-04-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs

[chenlinxuan0226's solution](#)

474.

1956F

[Nene and the Passing Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3000 · first AC: 2026-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[chenlinxuan0226's solution](#)

475.

1758F

[Decent Division](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures

[chenlinxuan0226's solution](#)

476.

2161F

[SubMST](#) · [Tutorial](#)

Quality: 347 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, graphs, trees

[chenlinxuan0226's solution](#)

477.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2026-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, interactive

[chenlinxuan0226's solution](#)

478.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2025-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive, probabilities, trees

[chenlinxuan0226's solution](#)

479.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[chenlinxuan0226's solution](#)

480.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-09-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[chenlinxuan0226's solution](#)

481.

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[chenlinxuan0226's solution](#)

482.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,236 global accepts · Rating: 3000 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[chenlinxuan0226's solution](#)

483.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, two pointers
[chenlinxuan0226's solution](#)

484.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,409 global accepts · Rating: 3000 · first AC: 2025-07-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer
[chenlinxuan0226's solution](#)

485.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, strings, trees
[chenlinxuan0226's solution](#)

486.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[chenlinxuan0226's solution](#)

487.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2024-11-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math
[chenlinxuan0226's solution](#)

488.

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2024-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees
[chenlinxuan0226's solution](#)

489.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings
[chenlinxuan0226's solution](#)

490.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-20 · last AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[chenlinxuan0226's solution](#)

491.

317E

[Princess and Her Shadow](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3100 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, shortest paths

[chenlinxuan0226's solution](#)

492.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[chenlinxuan0226's solution](#)

493.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2026-04-08 · last AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[chenlinxuan0226's solution](#)

494.

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 3100 · first AC: 2026-02-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[chenlinxuan0226's solution](#)

495.

1784E

[Infinite Game](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 3100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, games, probabilities

[chenlinxuan0226's solution](#)

496.

908H

[New Year and Boolean Bridges](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 3100 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

497.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-09-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[chenlinxuan0226's solution](#)

498.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 3100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math

[chenlinxuan0226's solution](#)

499.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[chenlinxuan0226's solution](#)

500.

2147G

[Modular Tetration](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, number

theory

[chenlinxuan0226's solution](#)

501.

2046D

[For the Emperor!](#) · [Tutorial](#)

Quality: 551 global accepts · Rating: 3100 · first AC: 2025-09-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs

[chenlinxuan0226's solution](#)

502.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2025-08-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, trees

[chenlinxuan0226's solution](#)

503.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy

[chenlinxuan0226's solution](#)

504.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[chenlinxuan0226's solution](#)

505.

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2025-06-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dsu

[chenlinxuan0226's solution](#)

506.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2025-04-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[chenlinxuan0226's solution](#)

507.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2025-03-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graph matchings

[chenlinxuan0226's solution](#)

508.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees

[chenlinxuan0226's solution](#)

509.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math

[chenlinxuan0226's solution](#)

510.

2089D

[Conditional Operators](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3200 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[chenlinxuan0226's solution](#)

511.

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

512.

1034E

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

Quality: 750 global accepts · Rating: 3200 · first AC: 2026-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math
[chenlinxuan0226's solution](#)

513.

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, probabilities
[chenlinxuan0226's solution](#)

514.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2026-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[chenlinxuan0226's solution](#)

515.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2025-08-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory
[chenlinxuan0226's solution](#)

516.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2025-07-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[chenlinxuan0226's solution](#)

517.

1864H

[Asterism Stream](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3200 · first AC: 2025-06-02 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, matrices
[chenlinxuan0226's solution](#)

518.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[chenlinxuan0226's solution](#)

519.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2026-04-10 · last AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, divide and conquer
[chenlinxuan0226's solution](#)

520.

1060H

[Sophisticated Device](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2026-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

521.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

522.

2077F

[AND x OR](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3300 · first AC: 2026-04-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp
[chenlinxuan0226's solution](#)

523.

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

524.

868G

[EI Toll Caves](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: 3300 · first AC: 2026-01-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[chenlinxuan0226's solution](#)

525.

2164G

[Pointless Machine](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3300 · first AC: 2025-11-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, interactive, trees
[chenlinxuan0226's solution](#)

526.

1427G

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

Quality: 497 global accepts · Rating: 3300 · first AC: 2025-09-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[chenlinxuan0226's solution](#)

527.

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2025-06-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, geometry
[chenlinxuan0226's solution](#)

528.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2026-04-30 · last AC: 2026-04-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, math, number theory
[chenlinxuan0226's solution](#)

529.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2026-04-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[chenlinxuan0226's solution](#)

530.

1078E

[Negative Time Summation](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3400 · first AC: 2026-04-08 · last AC: 2026-04-08 · PHP (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

531.

1887F

[Minimum Segments](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3400 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

532.

2174D

[Secret Message](#) · [Tutorial](#)

Quality: 292 global accepts · Rating: 3400 · first AC: 2025-12-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, greedy, trees
[chenlinxuan0226's solution](#)

533.

1482H

[Exam](#) · [Tutorial](#)

Quality: 689 global accepts · Rating: 3400 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, trees
[chenlinxuan0226's solution](#)

534.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2025-01-20 · last AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, string suffix structures, strings
[chenlinxuan0226's solution](#)

535.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2025-01-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees
[chenlinxuan0226's solution](#)

536.

1817F

[Entangled Substrings](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3500 · first AC: 2026-05-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: string suffix structures, strings
[chenlinxuan0226's solution](#)

537.

2048I1

[Kevin and Puzzle \(Easy Version\)](#) · [Tutorial](#)

Quality: 103 global accepts · Rating: 3500 · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[chenlinxuan0226's solution](#)

538.

1446E

[Long Recovery](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar
[chenlinxuan0226's solution](#)

539.

1893E

[Cacti Symphony](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs
[chenlinxuan0226's solution](#)

540.

2187E

[Doors and Keys](#) · [Tutorial](#)

Quality: 325 global accepts · Rating: 3500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dp
[chenlinxuan0226's solution](#)

541.

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2026-01-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, fft, math, number theory, probabilities

[chenlinxuan0226's solution](#)

542.

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2025-08-02 · Python 3 (first AC) · Tags: constructive algorithms, number theory

[chenlinxuan0226's solution](#)

543.

1876G

[Clubstep](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2025-06-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy, trees

[chenlinxuan0226's solution](#)

544.

1338E

[JYPnation](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 3500 · first AC: 2025-06-02 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs

[chenlinxuan0226's solution](#)

545.

2115E

[Gellyfish and Mayflower](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3500 · first AC: 2025-05-31 · last AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs

[chenlinxuan0226's solution](#)

546.

1290F

[Making Shapes](#) · [Tutorial](#)

Quality: 591 global accepts · Rating: 3500 · first AC: 2025-05-28 · last AC: 2025-05-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[chenlinxuan0226's solution](#)

547.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chenlinxuan0226's solution](#)

548.

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2025-04-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chenlinxuan0226's solution](#)

549.

1608G

[Alphabetic Tree](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3500 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dfs and similar, hashing, string suffix structures, strings, trees

[chenlinxuan0226's solution](#)

550.

1033G

[Chip Game](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 3500 · first AC: 2023-12-07 · C++14 (GCC 6-32) (first AC) · Tags: games

[chenlinxuan0226's solution](#)

551.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: — · first AC: 2026-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation

[chenlinxuan0226's solution](#)

552.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[chenlinxuan0226's solution](#)

553.

2222D

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

Quality: 3,183 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, sortings

[chenlinxuan0226's solution](#)

554.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,770 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math

[chenlinxuan0226's solution](#)

555.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[chenlinxuan0226's solution](#)

556.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,985 global accepts · Rating: — · first AC: 2026-04-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, math

[chenlinxuan0226's solution](#)

557.

2219C

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

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[chenlinxuan0226's solution](#)

558.

2219B2

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

Quality: 3,209 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[chenlinxuan0226's solution](#)

559.

2219B1

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

Quality: 3,601 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math

[chenlinxuan0226's solution](#)

560.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,990 global accepts · Rating: — · first AC: 2026-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[chenlinxuan0226's solution](#)

561.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,269 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, strings
[chenlinxuan0226's solution](#)

562.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, brute force, games, interactive

[chenlinxuan0226's solution](#)

563.

2214E

[Shortest Paths](#) · [Tutorial](#)

Quality: 1,050 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, shortest paths

[chenlinxuan0226's solution](#)

564.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,132 global accepts · Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, graph matchings, implementation

[chenlinxuan0226's solution](#)

565.

2168A1

[Encode and Decode \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: communication, constructive algorithms, interactive

[chenlinxuan0226's solution](#)

566.

2168A2

[Encode and Decode \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,305 global accepts · Rating: — · first AC: 2025-11-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, communication, interactive, math

[chenlinxuan0226's solution](#)

567.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-02 · last AC: 2025-04-02 · Python 3 (first AC) · Tags: *special, games, interactive

[chenlinxuan0226's solution](#)

568.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures

[chenlinxuan0226's solution](#)

569.

undefined137

[Funny Strings](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-13 · C++17 (GCC 7-32) (first AC) · Tags: *special

[chenlinxuan0226's solution](#)

570.

100286C

[Clock](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

571.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · last AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

572.

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

573.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

574.

103098E

[Even Intervals](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: —

[chenlinxuan0226's solution](#)

575.

100341D

[Block Edit Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

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