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Unique solved — chenrui9551

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

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Count: 352

1.

2134A

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Quality: 26,558 global accepts · Rating: 800 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, math

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2.

2124A

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Quality: 19,197 global accepts · Rating: 800 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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3.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,306 global accepts · Rating: 800 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: math

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4.

2096A

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5.

2062A

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6.

2061A

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Quality: 22,354 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math

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7.

2056A

[Shape Perimeter](#) · [Tutorial](#)

Quality: 26,784 global accepts · Rating: 800 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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8.

2057A

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Quality: 27,511 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

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9.

2053A

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10.

2002A

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Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

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11.

1987A

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12.

1972A

[Contest Proposal](#) · [Tutorial](#)

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13.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · last AC: 2024-06-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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14.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, sortings

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15.

1956B

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Quality: 22,929 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

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16.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,192 global accepts · Rating: 800 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, games, greedy

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17.

1942A

[Farmer John's Challenge](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 800 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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18.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

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19.

1700A

[Optimal Path](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 800 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[chenrui9551's solution](#)

20.

1690C

[Restoring the Duration of Tasks](#) · [Tutorial](#)

Quality: 28,093 global accepts · Rating: 800 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[chenrui9551's solution](#)

21.

1673A

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Quality: 19,141 global accepts · Rating: 800 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings
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22.

1665A

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Quality: 26,207 global accepts · Rating: 800 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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23.

1633B

[Minority](#) · [Tutorial](#)

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[chenrui9551's solution](#)

24.

1633A

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25.

1626A

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Quality: 30,877 global accepts · Rating: 800 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
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26.

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
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27.

1608A

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Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
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28.

1614A

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Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[chenrui9551's solution](#)

29.

1605A

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Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[chenrui9551's solution](#)

30.

1602A

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Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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31.

1582A

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Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: math
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32.

1574A

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Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[chenrui9551's solution](#)

33.

1569A

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34.

1567A

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Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[chenrui9551's solution](#)

35.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy
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36.

1546A

[AquaMoon and Two Arrays](#) · [Tutorial](#)

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37.

1539B

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Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings
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38.

1106A

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[chenrui9551's solution](#)

39.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,911 global accepts · Rating: 800 · first AC: 2015-02-04 · last AC: 2015-02-04 · Python 2 (first AC) · Tags: implementation
[chenrui9551's solution](#)

40.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation
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41.

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: implementation
[chenrui9551's solution](#)

42.

440A

[Forgotten Episode](#) · [Tutorial](#)

Quality: 8,919 global accepts · Rating: 800 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: implementation
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43.

236A

[Boy or Girl](#) · [Tutorial](#)

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[chenrui9551's solution](#)

44.

2062B

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Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[chenrui9551's solution](#)

45.

1954A

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Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[chenrui9551's solution](#)

46.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,572 global accepts · Rating: 900 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[chenrui9551's solution](#)

47.

1696B

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

Quality: 36,323 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[chenrui9551's solution](#)

48.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,167 global accepts · Rating: 900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[chenrui9551's solution](#)

49.

1665B

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

Quality: 32,894 global accepts · Rating: 900 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
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50.

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,627 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[chenrui9551's solution](#)

51.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[chenrui9551's solution](#)

52.

1555A

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Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

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53.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, sortings

[chenrui9551's solution](#)

54.

1107A

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

Quality: 12,773 global accepts · Rating: 900 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[chenrui9551's solution](#)

55.

670A

[Holidays](#) · [Tutorial](#)

Quality: 18,634 global accepts · Rating: 900 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, greedy, math

[chenrui9551's solution](#)

56.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation

[chenrui9551's solution](#)

57.

439A

[Devu, the Singer and Churu, the Joker](#) · [Tutorial](#)

Quality: 26,622 global accepts · Rating: 900 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: greedy, implementation

[chenrui9551's solution](#)

58.

199A

[Hexadecimal's theorem](#) · [Tutorial](#)

Quality: 30,290 global accepts · Rating: 900 · first AC: 2012-06-22 · FPC (first AC) · Tags: brute force, constructive algorithms, implementation, number theory

[chenrui9551's solution](#)

59.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,272 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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60.

2104B

[Move to the End](#) · [Tutorial](#)

Quality: 20,759 global accepts · Rating: 1000 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[chenrui9551's solution](#)

61.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,275 global accepts · Rating: 1000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

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62.

2002B

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Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games

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63.

1987B

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Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy
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64.

1969B

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65.

1975B

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66.

1613B

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Quality: 23,314 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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67.

1614B

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[chenrui9551's solution](#)

68.

1605B

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Quality: 19,334 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[chenrui9551's solution](#)

69.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[chenrui9551's solution](#)

70.

1567B

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71.

1539A

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72.

1107B

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Quality: 17,721 global accepts · Rating: 1000 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[chenrui9551's solution](#)

73.

670B

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Quality: 11,989 global accepts · Rating: 1000 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation

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74.

608A

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Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: implementation, math

[chenrui9551's solution](#)

75.

435A

[Queue on Bus Stop](#) · [Tutorial](#)

Quality: 11,092 global accepts · Rating: 1000 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation

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76.

447B

[DZY Loves Strings](#) · [Tutorial](#)

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · GNU C++ (first AC) · Tags: greedy, implementation

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77.

379A

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Quality: 53,266 global accepts · Rating: 1000 · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: implementation

[chenrui9551's solution](#)

78.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-04-28 · FPC (first AC) · Tags: greedy

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79.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-04-28 · FPC (first AC) · Tags: —

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80.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,199 global accepts · Rating: 1000 · first AC: 2012-04-12 · FPC (first AC) · Tags: math

[chenrui9551's solution](#)

81.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,387 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[chenrui9551's solution](#)

82.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,570 global accepts · Rating: 1100 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[chenrui9551's solution](#)

83.

2061B

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

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[chenrui9551's solution](#)

84.

1942B

[Bessie and MEX](#) · [Tutorial](#)

Quality: 15,499 global accepts · Rating: 1100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[chenrui9551's solution](#)

85.

1700B

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

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

[chenrui9551's solution](#)

86.

1673B

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

Quality: 21,774 global accepts · Rating: 1100 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, strings

[chenrui9551's solution](#)

87.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,255 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[chenrui9551's solution](#)

88.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[chenrui9551's solution](#)

89.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[chenrui9551's solution](#)

90.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[chenrui9551's solution](#)

91.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-04-28 · FPC (first AC) · Tags: greedy

[chenrui9551's solution](#)

92.

2134C

[Even Larger](#) · [Tutorial](#)

Quality: 18,678 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[chenrui9551's solution](#)

93.

2134B

[Add 0 or K](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1200 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[chenrui9551's solution](#)

94.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2025-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy

[chenrui9551's solution](#)

95.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,388 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[chenrui9551's solution](#)

96.

2056C

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

Quality: 19,434 global accepts · Rating: 1200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math
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97.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy
[chenrui9551's solution](#)

98.

33A

[What is for dinner?](#) · [Tutorial](#)

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[chenrui9551's solution](#)

99.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[chenrui9551's solution](#)

100.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[chenrui9551's solution](#)

101.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,165 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy
[chenrui9551's solution](#)

102.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,512 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[chenrui9551's solution](#)

103.

1954C

[Long Multiplication](#) · [Tutorial](#)

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[chenrui9551's solution](#)

104.

1951B

[Battle Cows](#) · [Tutorial](#)

Quality: 16,849 global accepts · Rating: 1200 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[chenrui9551's solution](#)

105.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,431 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[chenrui9551's solution](#)

106.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[chenrui9551's solution](#)

107.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,714 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search
[chenrui9551's solution](#)

108.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[chenrui9551's solution](#)

109.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math
[chenrui9551's solution](#)

110.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,462 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[chenrui9551's solution](#)

111.

612B

[HDD is Outdated Technology](#) · [Tutorial](#)

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: implementation, math
[chenrui9551's solution](#)

112.

439B

[Devu, the Dumb Guy](#) · [Tutorial](#)

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-07-14 · GNU C++ (first AC) · Tags: implementation, sortings
[chenrui9551's solution](#)

113.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: constructive algorithms, implementation
[chenrui9551's solution](#)

114.

180F

[Mathematical Analysis Rocks!](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2012-04-22 · FPC (first AC) · Tags: constructive algorithms, implementation, math
[chenrui9551's solution](#)

115.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,690 global accepts · Rating: 1300 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, implementation
[chenrui9551's solution](#)

116.

2124C

[Subset Multiplication](#) · [Tutorial](#)

Quality: 14,592 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[chenrui9551's solution](#)

117.

2056B

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

Quality: 17,922 global accepts · Rating: 1300 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, sortings

[chenrui9551's solution](#)

118.

1942C1

[Bessie's Birthday Cake \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,423 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[chenrui9551's solution](#)

119.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[chenrui9551's solution](#)

120.

1602C

[Array Elimination](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math, number theory

[chenrui9551's solution](#)

121.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings, ternary search

[chenrui9551's solution](#)

122.

1558A

[Charmed by the Game](#) · [Tutorial](#)

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[chenrui9551's solution](#)

123.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[chenrui9551's solution](#)

124.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[chenrui9551's solution](#)

125.

1381A1

[Prefix Flip \(Easy Version\)](#) · [Tutorial](#)

Quality: 21,722 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[chenrui9551's solution](#)

126.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[chenrui9551's solution](#)

127.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: implementation, sortings

[chenrui9551's solution](#)

128.

612A

[The Text Splitting](#) · [Tutorial](#)

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: brute force, implementation, strings

[chenrui9551's solution](#)

129.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,871 global accepts · Rating: 1300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: implementation, sortings

[chenrui9551's solution](#)

130.

236B

[Easy Number Challenge](#) · [Tutorial](#)

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: implementation, number theory

[chenrui9551's solution](#)

131.

220A

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

Quality: 13,118 global accepts · Rating: 1300 · first AC: 2012-08-31 · FPC (first AC) · Tags: implementation, sortings

[chenrui9551's solution](#)

132.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-12 · FPC (first AC) · Tags: implementation, math

[chenrui9551's solution](#)

133.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[chenrui9551's solution](#)

134.

2066A

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

Quality: 7,172 global accepts · Rating: 1400 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive

[chenrui9551's solution](#)

135.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[chenrui9551's solution](#)

136.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[chenrui9551's solution](#)

137.

1965A

[Everything Nim](#) · [Tutorial](#)

Quality: 16,707 global accepts · Rating: 1400 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math, sortings
[chenrui9551's solution](#)

138.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,772 global accepts · Rating: 1400 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[chenrui9551's solution](#)

139.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[chenrui9551's solution](#)

140.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[chenrui9551's solution](#)

141.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,856 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, strings
[chenrui9551's solution](#)

142.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy
[chenrui9551's solution](#)

143.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings
[chenrui9551's solution](#)

144.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2019-01-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[chenrui9551's solution](#)

145.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,990 global accepts · Rating: 1400 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: binary search, brute force, implementation
[chenrui9551's solution](#)

146.

612C

[Replace To Make Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 9,859 global accepts · Rating: 1400 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: data structures, expression parsing, math
[chenrui9551's solution](#)

147.

30A

[Accounting](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1400 · first AC: 2014-08-06 · GNU C++ (first AC) · Tags: brute force, math

[chenrui9551's solution](#)

148.

448B

[Suffix Structures](#) · [Tutorial](#)

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: implementation, strings

[chenrui9551's solution](#)

149.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: greedy

[chenrui9551's solution](#)

150.

414B

[Mashmokh and ACM](#) · [Tutorial](#)

Quality: 29,181 global accepts · Rating: 1400 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[chenrui9551's solution](#)

151.

438A

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

Rating: 1400 · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: greedy, sortings

[chenrui9551's solution](#)

152.

379C

[New Year Ratings Change](#) · [Tutorial](#)

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-01-09 · GNU C++ (first AC) · Tags: greedy, sortings

[chenrui9551's solution](#)

153.

199D

[Jumping on Walls](#) · [Tutorial](#)

Rating: 1400 · first AC: 2012-06-22 · FPC (first AC) · Tags: dfs and similar, shortest paths

[chenrui9551's solution](#)

154.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2012-04-22 · FPC (first AC) · Tags: dp

[chenrui9551's solution](#)

155.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, math, number theory

[chenrui9551's solution](#)

156.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[chenrui9551's solution](#)

157.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[chenrui9551's solution](#)

158.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[chenrui9551's solution](#)

159.

1673C

[Palindrome Basis](#) · [Tutorial](#)

Quality: 18,010 global accepts · Rating: 1500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory

[chenrui9551's solution](#)

160.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[chenrui9551's solution](#)

161.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[chenrui9551's solution](#)

162.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,228 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation

[chenrui9551's solution](#)

163.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chenrui9551's solution](#)

164.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,657 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[chenrui9551's solution](#)

165.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[chenrui9551's solution](#)

166.

1106D

[Lunar New Year and a Wander](#) · [Tutorial](#)

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2019-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[chenrui9551's solution](#)

167.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,391 global accepts · Rating: 1500 · first AC: 2016-05-07 · GNU C++ (first AC) · Tags: binary search, implementation

[chenrui9551's solution](#)

168.

608B

[Hamming Distance Sum](#) · [Tutorial](#)

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: combinatorics, strings
[chenrui9551's solution](#)

169.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,207 global accepts · Rating: 1500 · first AC: 2015-02-04 · Python 2 (first AC) · Tags: dfs and similar
[chenrui9551's solution](#)

170.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dp
[chenrui9551's solution](#)

171.

414A

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

Quality: 10,565 global accepts · Rating: 1500 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: constructive algorithms, number theory
[chenrui9551's solution](#)

172.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-04-28 · FPC (first AC) · Tags: —
[chenrui9551's solution](#)

173.

1730B

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

Quality: 17,261 global accepts · Rating: 1600 · first AC: 2025-05-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search
[chenrui9551's solution](#)

174.

2061D

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[chenrui9551's solution](#)

175.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,960 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, combinatorics, dp
[chenrui9551's solution](#)

176.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, trees
[chenrui9551's solution](#)

177.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,698 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[chenrui9551's solution](#)

178.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[chenrui9551's solution](#)

179.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[chenrui9551's solution](#)

180.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math
[chenrui9551's solution](#)

181.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings
[chenrui9551's solution](#)

182.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[chenrui9551's solution](#)

183.

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp
[chenrui9551's solution](#)

184.

453A

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

Quality: 12,442 global accepts · Rating: 1600 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: probabilities
[chenrui9551's solution](#)

185.

406A

[Unusual Product](#) · [Tutorial](#)

Rating: 1600 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: implementation, math
[chenrui9551's solution](#)

186.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: implementation
[chenrui9551's solution](#)

187.

440B

[Balancer](#) · [Tutorial](#)

Quality: 2,325 global accepts · Rating: 1600 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: greedy, implementation
[chenrui9551's solution](#)

188.

444A

[DZY Loves Physics](#) · [Tutorial](#)

Quality: 3,578 global accepts · Rating: 1600 · first AC: 2014-07-06 · GNU C++ (first AC) · Tags: greedy, math
[chenrui9551's solution](#)

189.

364A

[Matrix](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1600 · first AC: 2013-11-20 · GNU C++ (first AC) · Tags: combinatorics, data structures, implementation

[chenrui9551's solution](#)

190.

207A1

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 1600 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: greedy

[chenrui9551's solution](#)

191.

236C

[LCM Challenge](#) · [Tutorial](#)

Rating: 1600 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: greedy, number theory

[chenrui9551's solution](#)

192.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,049 global accepts · Rating: 1700 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, implementation, math

[chenrui9551's solution](#)

193.

2124D

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

Quality: 8,094 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[chenrui9551's solution](#)

194.

2104E

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

Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[chenrui9551's solution](#)

195.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[chenrui9551's solution](#)

196.

2089A

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

Quality: 7,194 global accepts · Rating: 1700 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[chenrui9551's solution](#)

197.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[chenrui9551's solution](#)

198.

2006A

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

Quality: 9,368 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[chenrui9551's solution](#)

199.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · last AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation

[chenrui9551's solution](#)

200.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[chenrui9551's solution](#)

201.

1942C2

[Bessie's Birthday Cake \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,874 global accepts · Rating: 1700 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[chenrui9551's solution](#)

202.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[chenrui9551's solution](#)

203.

1626C

[Monsters And Spells](#) · [Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[chenrui9551's solution](#)

204.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[chenrui9551's solution](#)

205.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[chenrui9551's solution](#)

206.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[chenrui9551's solution](#)

207.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[chenrui9551's solution](#)

208.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[chenrui9551's solution](#)

209.

451C

[Predict Outcome of the Game](#) · [Tutorial](#)

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: brute force, implementation, math

[chenrui9551's solution](#)

210.

406B

[Toy Sum](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[chenrui9551's solution](#)

211.

442A

[Borya and Hanabi](#) · [Tutorial](#)

Quality: 2,352 global accepts · Rating: 1700 · first AC: 2014-06-30 · GNU C++ (first AC) · Tags: bitmasks, brute force, implementation

[chenrui9551's solution](#)

212.

199C

[About Bacteria](#) · [Tutorial](#)

Rating: 1700 · first AC: 2012-06-22 · FPC (first AC) · Tags: math

[chenrui9551's solution](#)

213.

2006B

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

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[chenrui9551's solution](#)

214.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[chenrui9551's solution](#)

215.

1965B

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

Quality: 8,123 global accepts · Rating: 1800 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[chenrui9551's solution](#)

216.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,078 global accepts · Rating: 1800 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, sortings

[chenrui9551's solution](#)

217.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[chenrui9551's solution](#)

218.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[chenrui9551's solution](#)

219.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[chenrui9551's solution](#)

220.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,565 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp
[chenrui9551's solution](#)

221.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math, number theory
[chenrui9551's solution](#)

222.

612D

[The Union of k-Segments](#) · [Tutorial](#)

Quality: 4,362 global accepts · Rating: 1800 · first AC: 2015-12-25 · GNU C++ (first AC) · Tags: greedy, sortings
[chenrui9551's solution](#)

223.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,667 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++ (first AC) · Tags: binary search, brute force
[chenrui9551's solution](#)

224.

434A

[Ryouko's Memory Note](#) · [Tutorial](#)

Rating: 1800 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: math, sortings
[chenrui9551's solution](#)

225.

440C

[One-Based Arithmetic](#) · [Tutorial](#)

Quality: 1,139 global accepts · Rating: 1800 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: brute force, dfs and similar, divide and conquer
[chenrui9551's solution](#)

226.

442B

[Andrey and Problem](#) · [Tutorial](#)

Quality: 6,110 global accepts · Rating: 1800 · first AC: 2014-06-30 · GNU C++ (first AC) · Tags: greedy, math, probabilities
[chenrui9551's solution](#)

227.

301A

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

Quality: 3,256 global accepts · Rating: 1800 · first AC: 2013-05-05 · GNU C++ (first AC) · Tags: constructive algorithms
[chenrui9551's solution](#)

228.

207A2

[Beaver's Calculator 1.0](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 1800 · first AC: 2012-11-02 · GNU C++ (first AC) · Tags: greedy
[chenrui9551's solution](#)

229.

180A

[Defragmentation](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 1800 · first AC: 2012-04-22 · GNU C++ (first AC) · Tags: implementation
[chenrui9551's solution](#)

230.

180E

[Cubes](#) · [Tutorial](#)

Quality: 2,067 global accepts · Rating: 1800 · first AC: 2012-04-22 · FPC (first AC) · Tags: binary search, dp, two pointers
[chenrui9551's solution](#)

231.

2089B1

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

Quality: 3,234 global accepts · Rating: 1900 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, flows, greedy, two pointers

[chenrui9551's solution](#)

232.

2077B

[Finding OR Sum · Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math

[chenrui9551's solution](#)

233.

2066B

[White Magic · Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[chenrui9551's solution](#)

234.

2053E

[Resourceful Caterpillar Sequence · Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees

[chenrui9551's solution](#)

235.

2002D1

[DFS Checker \(Easy Version\) · Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[chenrui9551's solution](#)

236.

1969D

[Shop Game · Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[chenrui9551's solution](#)

237.

1696D

[Permutation Graph · Tutorial](#)

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[chenrui9551's solution](#)

238.

1700D

[River Locks · Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, math

[chenrui9551's solution](#)

239.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[chenrui9551's solution](#)

240.

1673D

[Lost Arithmetic Progression · Tutorial](#)

Quality: 3,625 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[chenrui9551's solution](#)

241.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[chenrui9551's solution](#)

242.

1602D

[Frog Traveler](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[chenrui9551's solution](#)

243.

1569D

[Inconvenient Pairs](#) · [Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[chenrui9551's solution](#)

244.

1546D

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

Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[chenrui9551's solution](#)

245.

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++ (first AC) · Tags: dp

[chenrui9551's solution](#)

246.

536A

[Tavas and Karafs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-04-15 · GNU C++ (first AC) · Tags: binary search, greedy, math

[chenrui9551's solution](#)

247.

438B

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

Rating: 1900 · first AC: 2014-07-02 · GNU C++ (first AC) · Tags: dp, dsu, sortings

[chenrui9551's solution](#)

248.

180D

[Name](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 1900 · first AC: 2012-04-22 · FPC (first AC) · Tags: greedy, strings

[chenrui9551's solution](#)

249.

291E

[Tree-String Problem](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2000 · first AC: 2026-03-08 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, hashing, strings

[chenrui9551's solution](#)

250.

2096D

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

Quality: 5,602 global accepts · Rating: 2000 · first AC: 2025-04-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[chenrui9551's solution](#)

251.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[chenrui9551's solution](#)

252.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[chenrui9551's solution](#)

253.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[chenrui9551's solution](#)

254.

245F

[Log Stream Analysis](#) · [Tutorial](#)

Quality: 976 global accepts · Rating: 2000 · first AC: 2024-12-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, strings

[chenrui9551's solution](#)

255.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[chenrui9551's solution](#)

256.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[chenrui9551's solution](#)

257.

1943B

[Non-Palindromic Substring](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[chenrui9551's solution](#)

258.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[chenrui9551's solution](#)

259.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[chenrui9551's solution](#)

260.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[chenrui9551's solution](#)

261.

2B

[The least round way](#) · [Tutorial](#)

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[chenrui9551's solution](#)

262.

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation
[chenrui9551's solution](#)

263.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[chenrui9551's solution](#)

264.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2014-08-01 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[chenrui9551's solution](#)

265.

451D

[Count Good Substrings](#) · [Tutorial](#)

Quality: 5,061 global accepts · Rating: 2000 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: math
[chenrui9551's solution](#)

266.

435D

[Special Grid](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 2000 · first AC: 2014-07-16 · GNU C++ (first AC) · Tags: brute force, dp, greedy
[chenrui9551's solution](#)

267.

434B

[Nanami's Digital Board](#) · [Tutorial](#)

Rating: 2000 · first AC: 2014-07-08 · GNU C++ (first AC) · Tags: divide and conquer, dp, dsu, implementation, two pointers
[chenrui9551's solution](#)

268.

379D

[New Year Letter](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2000 · first AC: 2014-01-10 · GNU C++ (first AC) · Tags: bitmasks, brute force, dp
[chenrui9551's solution](#)

269.

39E

[What Has Dirichlet Got to Do with That?](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2000 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: dp, games
[chenrui9551's solution](#)

270.

187C

[Weak Memory](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-11-05 · FPC (first AC) · Tags: dfs and similar, dsu
[chenrui9551's solution](#)

271.

236D

[Let's Play Osu!](#) · [Tutorial](#)

Rating: 2000 · first AC: 2012-10-21 · GNU C++ (first AC) · Tags: dp, math, probabilities
[chenrui9551's solution](#)

272.

2150C

[Limited Edition Shop](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2100 · first AC: 2025-09-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp
[chenrui9551's solution](#)

273.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[chenrui9551's solution](#)

274.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees
[chenrui9551's solution](#)

275.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[chenrui9551's solution](#)

276.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[chenrui9551's solution](#)

277.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees
[chenrui9551's solution](#)

278.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings
[chenrui9551's solution](#)

279.

926J

[Segments](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2100 · first AC: 2022-11-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chenrui9551's solution](#)

280.

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[chenrui9551's solution](#)

281.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[chenrui9551's solution](#)

282.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory
[chenrui9551's solution](#)

283.

1C

[Ancient Berland Circus](#) · [Tutorial](#)

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[chenrui9551's solution](#)

284.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers
[chenrui9551's solution](#)

285.

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2014-08-08 · GNU C++ (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees
[chenrui9551's solution](#)

286.

414C

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

Quality: 2,359 global accepts · Rating: 2100 · first AC: 2014-07-12 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer
[chenrui9551's solution](#)

287.

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[chenrui9551's solution](#)

288.

2089C1

[Key of Like \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,458 global accepts · Rating: 2200 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, math, probabilities
[chenrui9551's solution](#)

289.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[chenrui9551's solution](#)

290.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,666 global accepts · Rating: 2200 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp
[chenrui9551's solution](#)

291.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[chenrui9551's solution](#)

292.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[chenrui9551's solution](#)

293.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2021-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings
[chenrui9551's solution](#)

294.

406D

[Hill Climbing](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2200 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: dfs and similar, geometry, trees
[chenrui9551's solution](#)

295.

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: dp, trees
[chenrui9551's solution](#)

296.

2134E

[Power Boxes](#) · [Tutorial](#)

Quality: 2,400 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, implementation, interactive
[chenrui9551's solution](#)

297.

2134D

[Sliding Tree](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 2300 · first AC: 2025-08-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation, trees
[chenrui9551's solution](#)

298.

2089B2

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

Quality: 1,280 global accepts · Rating: 2300 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, flows, greedy, two pointers
[chenrui9551's solution](#)

299.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings
[chenrui9551's solution](#)

300.

2006C

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

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers
[chenrui9551's solution](#)

301.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[chenrui9551's solution](#)

302.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[chenrui9551's solution](#)

303.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[chenrui9551's solution](#)

304.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[chenrui9551's solution](#)

305.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[chenrui9551's solution](#)

306.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, number theory

[chenrui9551's solution](#)

307.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, geometry, math, number theory

[chenrui9551's solution](#)

308.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2014-07-24 · GNU C++ (first AC) · Tags: bitmasks, combinatorics, number theory

[chenrui9551's solution](#)

309.

406C

[Graph Cutting](#) · [Tutorial](#)

Rating: 2300 · first AC: 2014-07-18 · GNU C++ (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[chenrui9551's solution](#)

310.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2012-09-24 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation

[chenrui9551's solution](#)

311.

1575M

[Managing Telephone Poles](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 2400 · first AC: 2025-09-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry

[chenrui9551's solution](#)

312.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-06-02 · last AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

data structures, divide and conquer, dp, greedy

[chenrui9551's solution](#)

313.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: hashing, number theory

[chenrui9551's solution](#)

314.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2024-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[chenrui9551's solution](#)

315.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2024-05-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[chenrui9551's solution](#)

316.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[chenrui9551's solution](#)

317.

506D

[Mr. Kitayuta's Colorful Graph](#) · [Tutorial](#)

Quality: 2,535 global accepts · Rating: 2400 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dsu, graphs

[chenrui9551's solution](#)

318.

1107E

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

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2019-01-26 · C++17 (GCC 7-32) (first AC) · Tags: dp

[chenrui9551's solution](#)

319.

444C

[DZY Loves Colors](#) · [Tutorial](#)

Quality: 3,360 global accepts · Rating: 2400 · first AC: 2014-07-07 · last AC: 2014-07-07 · GNU C++ (first AC) · Tags: data structures

[chenrui9551's solution](#)

320.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: binary search, data structures, dp, hashing

[chenrui9551's solution](#)

321.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[chenrui9551's solution](#)

322.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenrui9551's solution](#)

323.

930D

[Game with Tokens](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 2500 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games, implementation

[chenrui9551's solution](#)

324.

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[chenrui9551's solution](#)

325.

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2022-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[chenrui9551's solution](#)

326.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[chenrui9551's solution](#)

327.

425E

[Sereja and Sets](#) · [Tutorial](#)

Quality: 803 global accepts · Rating: 2500 · first AC: 2014-07-10 · GNU C++ (first AC) · Tags: dp

[chenrui9551's solution](#)

328.

17C

[Balance](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2500 · first AC: 2013-01-05 · GNU C++ (first AC) · Tags: dp

[chenrui9551's solution](#)

329.

23E

[Tree](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2500 · first AC: 2012-11-21 · GNU C++ (first AC) · Tags: dp

[chenrui9551's solution](#)

330.

2053F

[Earnest Matrix Complement](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math

[chenrui9551's solution](#)

331.

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++14 (GCC 6-32) (first AC) · Tags: dp

[chenrui9551's solution](#)

332.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees

[chenrui9551's solution](#)

333.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-06-03 · last AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[chenrui9551's solution](#)

334.

809C

[Find a car](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2024-06-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[chenrui9551's solution](#)

335.

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[chenrui9551's solution](#)

336.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2013-01-12 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities

[chenrui9551's solution](#)

337.

23D

[Tetragon](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 2600 · first AC: 2012-12-11 · GNU C++ (first AC) · Tags: geometry, math

[chenrui9551's solution](#)

338.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2025-11-30 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities

[chenrui9551's solution](#)

339.

444E

[DZY Loves Planting](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2700 · first AC: 2014-07-07 · GNU C++ (first AC) · Tags: binary search, dsu, trees

[chenrui9551's solution](#)

340.

2112F

[Variables and Operations](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-06-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[chenrui9551's solution](#)

341.

2031F

[Penchick and Even Medians](#) · [Tutorial](#)

Quality: 453 global accepts · Rating: 2800 · first AC: 2024-11-15 · last AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, probabilities

[chenrui9551's solution](#)

342.

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2012-11-07 · GNU C++ (first AC) · Tags: data structures, greedy, hashing, strings

[chenrui9551's solution](#)

343.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu

[chenrui9551's solution](#)

344.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2013-01-11 · GNU C++ (first AC) · Tags: strings

[chenrui9551's solution](#)

345.

1969F

[Card Pairing](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 3000 · first AC: 2024-06-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation

[chenrui9551's solution](#)

346.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-04-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[chenrui9551's solution](#)

347.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2012-11-06 · GNU C++ (first AC) · Tags: data structures, dfs and similar, trees

[chenrui9551's solution](#)

348.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-05-10 · Python 3 (first AC) · Tags: *special, string suffix structures

[chenrui9551's solution](#)

349.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2014-08-29 · GNU C++ (first AC) · Tags: dp, probabilities

[chenrui9551's solution](#)

350.

398A

[Cards](#) · [Tutorial](#)

Quality: 962 global accepts · Rating: — · first AC: 2014-08-29 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[chenrui9551's solution](#)

351.

100453B

[Remainders](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-05 · GNU C++ (first AC) · Tags: —

[chenrui9551's solution](#)

352.

100459A

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2014-07-03 · GNU C++ (first AC) · Tags: —

[chenrui9551's solution](#)