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Unique solved — [chuanyu.fan](#)

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

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Count: 320

1.

2217A

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2.

2127A

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3.

2122A

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4.

2124A

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5.

2096A

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6.

2062A

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7.

2061A

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8.

2053A

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9.

2057A

[MEX Table](#) · [Tutorial](#)

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10.

2039A

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11.

672A

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12.

1622A

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13.

1898A

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14.

1526A

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15.

1806A

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16.

2021A

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17.

2007A

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18.

2003B

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19.

2003A

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20.

2004A

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21.

2002A

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22.

1998A

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23.

1993A

[Question Marks](#) · [Tutorial](#)

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24.

1978B

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25.

1978A

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26.

1944A

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27.

1928A

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28.

1919B

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29.

1919A

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30.

1788A

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31.

1767B

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32.

1739A

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33.

1722C

[Word Game](#) · [Tutorial](#)

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34.

1722B

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35.

1722A

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36.

1702B

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37.

1702A

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38.

1701B

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39.

1701A

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40.

1684A

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41.

1680B

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- 42.**
1680A
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- 43.**
1669C
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- 44.**
1598A
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1619A
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- 46.**
1167A
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271A
[Beautiful Year](#) · [Tutorial](#)
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- 48.**
1607A
[Linear Keyboard](#) · [Tutorial](#)
Quality: 40,686 global accepts · Rating: 800 · first AC: 2021-11-14 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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- 49.**
236A
[Boy or Girl](#) · [Tutorial](#)
Quality: 279,100 global accepts · Rating: 800 · first AC: 2021-10-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
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- 50.**
1352A
[Sum of Round Numbers](#) · [Tutorial](#)
Quality: 104,150 global accepts · Rating: 800 · first AC: 2021-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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- 51.**
1560B
[Who's Opposite?](#) · [Tutorial](#)
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1560A
[Dislike of Threes](#) · [Tutorial](#)
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53.

2062B

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54.

2035B

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55.

2007B

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56.

1869A

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57.

616A

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58.

598A

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59.

26A

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60.

977B

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61.

1343A

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62.

2124B

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63.

2057B

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64.

2039B

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65.

2004B

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66.

2002B

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67.

1998B

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68.

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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69.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

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70.

1702D

[Not a Cheap String](#) · [Tutorial](#)

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71.

5A

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72.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,944 global accepts · Rating: 1000 · first AC: 2022-06-04 · last AC: 2022-06-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

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73.

359A

[Table](#) · [Tutorial](#)

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74.

1598B

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75.

1499B

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Quality: 22,009 global accepts · Rating: 1000 · first AC: 2022-03-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation
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76.

13A

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77.

1473B

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78.

17A

[Noldbach problem](#) · [Tutorial](#)

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79.

219A

[k-String](#) · [Tutorial](#)

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80.

230A

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81.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,225 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
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82.

2096B

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[chuanyu.fan's solution](#)

83.

2061B

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

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84.

2004C

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85.

1993B

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86.

1820B

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87.

1944B

[Equal XOR](#) · [Tutorial](#)

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88.

1869B

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89.

1788B

[Sum of Two Numbers](#) · [Tutorial](#)

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90.

1739B

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91.

1722D

[Line](#) · [Tutorial](#)

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92.

1702C

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

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93.

365B

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94.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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95.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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96.

505A

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

Quality: 6,921 global accepts · Rating: 1100 · first AC: 2021-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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97.

2190A

[Sorting Game](#) · [Tutorial](#)

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98.

2062C

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

Quality: 18,392 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

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99.

2053B

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

Quality: 16,981 global accepts · Rating: 1200 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, greedy

[chuanyu.fan's solution](#)

100.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[chuanyu.fan's solution](#)

101.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math

[chuanyu.fan's solution](#)

102.

2039C1

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

Quality: 13,521 global accepts · Rating: 1200 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[chuanyu.fan's solution](#)

103.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,821 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[chuanyu.fan's solution](#)

104.

2003C

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

Quality: 21,672 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[chuanyu.fan's solution](#)

105.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, math
[chuanyu.fan's solution](#)

106.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 7,755 global accepts · Rating: 1200 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[chuanyu.fan's solution](#)

107.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[chuanyu.fan's solution](#)

108.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2022-04-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[chuanyu.fan's solution](#)

109.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings
[chuanyu.fan's solution](#)

110.

23A

[You're Given a String...](#) · [Tutorial](#)

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[chuanyu.fan's solution](#)

111.

6C

[Alice, Bob and Chocolate](#) · [Tutorial](#)

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[chuanyu.fan's solution](#)

112.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,061 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures
[chuanyu.fan's solution](#)

113.

2127B

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

Quality: 13,497 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy
[chuanyu.fan's solution](#)

114.

2124C

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

Quality: 14,609 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[chuanyu.fan's solution](#)

115.

2041A

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

Quality: 11,298 global accepts · Rating: 1300 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[chuanyu.fan's solution](#)

116.

2021C1

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

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[chuanyu.fan's solution](#)

117.

1978C

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

Quality: 17,789 global accepts · Rating: 1300 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math
[chuanyu.fan's solution](#)

118.

1944C

[MEX Game 1](#) · [Tutorial](#)

Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy
[chuanyu.fan's solution](#)

119.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[chuanyu.fan's solution](#)

120.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,889 global accepts · Rating: 1300 · first AC: 2023-05-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[chuanyu.fan's solution](#)

121.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2023-03-12 · C++14 (GCC 6-32) (first AC) · Tags: math
[chuanyu.fan's solution](#)

122.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[chuanyu.fan's solution](#)

123.

600B

[Queries about less or equal elements](#) · [Tutorial](#)

Quality: 39,178 global accepts · Rating: 1300 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings, two pointers
[chuanyu.fan's solution](#)

124.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2022-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math
[chuanyu.fan's solution](#)

125.

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2022-07-07 · C++17 (GCC 7-32) (first AC) · Tags: expression parsing, implementation, sortings, strings
[chuanyu.fan's solution](#)

126.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2022-04-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[chuanyu.fan's solution](#)

127.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings

[chuanyu.fan's solution](#)

128.

792B

[Counting-out Rhyme](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2022-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[chuanyu.fan's solution](#)

129.

2190B1

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

Quality: 10,683 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

[chuanyu.fan's solution](#)

130.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 1400 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, sortings

[chuanyu.fan's solution](#)

131.

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1400 · first AC: 2025-04-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, brute force, math, sortings

[chuanyu.fan's solution](#)

132.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[chuanyu.fan's solution](#)

133.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,590 global accepts · Rating: 1400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[chuanyu.fan's solution](#)

134.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[chuanyu.fan's solution](#)

135.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,582 global accepts · Rating: 1400 · first AC: 2022-04-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, two pointers

[chuanyu.fan's solution](#)

136.

2115A

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

Quality: 14,960 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[chuanyu.fan's solution](#)

137.

2057C

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

Quality: 13,802 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[chuanyu.fan's solution](#)

138.

2007C

[Dora and C++](#) · [Tutorial](#)

Quality: 15,914 global accepts · Rating: 1500 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[chuanyu.fan's solution](#)

139.

2003D1

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

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[chuanyu.fan's solution](#)

140.

103B

[Cthulhu](#) · [Tutorial](#)

Quality: 10,658 global accepts · Rating: 1500 · first AC: 2023-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[chuanyu.fan's solution](#)

141.

443B

[Kolya and Tandem Repeat](#) · [Tutorial](#)

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[chuanyu.fan's solution](#)

142.

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-10-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[chuanyu.fan's solution](#)

143.

2061D

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

Quality: 10,786 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures

[chuanyu.fan's solution](#)

144.

2061C

[Kevin and Puzzle](#) · [Tutorial](#)

Quality: 9,964 global accepts · Rating: 1600 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, combinatorics, dp

[chuanyu.fan's solution](#)

145.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[chuanyu.fan's solution](#)

146.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1600 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[chuanyu.fan's solution](#)

147.

1928C

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

Quality: 10,358 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory

[chuanyu.fan's solution](#)

148.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2023-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[chuanyu.fan's solution](#)

149.

231C

[To Add or Not to Add](#) · [Tutorial](#)

Quality: 9,699 global accepts · Rating: 1600 · first AC: 2023-02-04 · last AC: 2023-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings, two pointers

[chuanyu.fan's solution](#)

150.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-10-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[chuanyu.fan's solution](#)

151.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2022-07-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[chuanyu.fan's solution](#)

152.

2201B

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

Quality: 4,961 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[chuanyu.fan's solution](#)

153.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,091 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[chuanyu.fan's solution](#)

154.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[chuanyu.fan's solution](#)

155.

2124D

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

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[chuanyu.fan's solution](#)

156.

2096C

[Wonderful City](#) · [Tutorial](#)

Quality: 8,226 global accepts · Rating: 1700 · first AC: 2025-04-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, implementation
[chuanyu.fan's solution](#)

157.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[chuanyu.fan's solution](#)

158.

126B

[Password](#) · [Tutorial](#)

Quality: 24,772 global accepts · Rating: 1700 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[chuanyu.fan's solution](#)

159.

2007D

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

Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: games, graphs, greedy, trees

[chuanyu.fan's solution](#)

160.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[chuanyu.fan's solution](#)

161.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2023-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[chuanyu.fan's solution](#)

162.

81B

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

Quality: 2,141 global accepts · Rating: 1700 · first AC: 2022-01-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[chuanyu.fan's solution](#)

163.

2127D

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

Quality: 6,199 global accepts · Rating: 1800 · first AC: 2025-08-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[chuanyu.fan's solution](#)

164.

2081A

[Math Division](#) · [Tutorial](#)

Quality: 4,084 global accepts · Rating: 1800 · first AC: 2025-03-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dp, math, probabilities

[chuanyu.fan's solution](#)

165.

2039C2

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

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-11-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, math, number theory

[chuanyu.fan's solution](#)

166.

2007E

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

Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, math, trees
[chuanyu.fan's solution](#)

167.

145B

[Lucky Number 2](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1800 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[chuanyu.fan's solution](#)

168.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,014 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers
[chuanyu.fan's solution](#)

169.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,082 global accepts · Rating: 1800 · first AC: 2022-10-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[chuanyu.fan's solution](#)

170.

200C

[Football Championship](#) · [Tutorial](#)

Quality: 1,108 global accepts · Rating: 1800 · first AC: 2022-07-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[chuanyu.fan's solution](#)

171.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2021-12-19 · last AC: 2021-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation
[chuanyu.fan's solution](#)

172.

2190B2

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

Quality: 3,181 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, implementation, strings
[chuanyu.fan's solution](#)

173.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2025-02-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, sortings
[chuanyu.fan's solution](#)

174.

285D

[Permutation Sum](#) · [Tutorial](#)

Quality: 1,676 global accepts · Rating: 1900 · first AC: 2025-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, meet-in-the-middle
[chuanyu.fan's solution](#)

175.

2021C2

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

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[chuanyu.fan's solution](#)

176.

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

[chuanyu.fan's solution](#)

177.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[chuanyu.fan's solution](#)

178.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[chuanyu.fan's solution](#)

179.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation

[chuanyu.fan's solution](#)

180.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[chuanyu.fan's solution](#)

181.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search

[chuanyu.fan's solution](#)

182.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math

[chuanyu.fan's solution](#)

183.

1679D

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

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2023-08-16 · last AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[chuanyu.fan's solution](#)

184.

1245D

[Shichikuji and Power Grid](#) · [Tutorial](#)

Quality: 9,605 global accepts · Rating: 1900 · first AC: 2023-08-16 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[chuanyu.fan's solution](#)

185.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2023-04-09 · last AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[chuanyu.fan's solution](#)

186.

2201C

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

Quality: 1,995 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy
[chuanyu.fan's solution](#)

187.

2096D

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

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2025-04-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, math

[chuanyu.fan's solution](#)

188.

2062E1

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

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[chuanyu.fan's solution](#)

189.

2061E

[Kevin and And](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 2000 · first AC: 2025-01-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, greedy, math, sortings

[chuanyu.fan's solution](#)

190.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,414 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation, math, matrices

[chuanyu.fan's solution](#)

191.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp

[chuanyu.fan's solution](#)

192.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2024-10-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[chuanyu.fan's solution](#)

193.

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,596 global accepts · Rating: 2000 · first AC: 2024-07-21 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[chuanyu.fan's solution](#)

194.

490E

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

Quality: 1,699 global accepts · Rating: 2000 · first AC: 2024-06-28 · last AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[chuanyu.fan's solution](#)

195.

263C

[Circle of Numbers](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2000 · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, implementation

[chuanyu.fan's solution](#)

196.

43D

[Journey](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2000 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[chuanyu.fan's solution](#)

197.

1978E

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

Quality: 4,609 global accepts · Rating: 2000 · first AC: 2024-06-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[chuanyu.fan's solution](#)

198.

1984D

["a" String Problem](#) · [Tutorial](#)

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings

[chuanyu.fan's solution](#)

199.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[chuanyu.fan's solution](#)

200.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[chuanyu.fan's solution](#)

201.

2115B

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

Quality: 3,983 global accepts · Rating: 2100 · first AC: 2025-05-31 · last AC: 2025-06-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[chuanyu.fan's solution](#)

202.

2061F1

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

Quality: 2,268 global accepts · Rating: 2100 · first AC: 2025-01-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[chuanyu.fan's solution](#)

203.

2003D2

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

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math

[chuanyu.fan's solution](#)

204.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, games, math, number theory

[chuanyu.fan's solution](#)

205.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,097 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[chuanyu.fan's solution](#)

206.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[chuanyu.fan's solution](#)

207.

1925E

[Space Harbour](#) · [Tutorial](#)

Rating: 2100 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[chuanyu.fan's solution](#)

208.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[chuanyu.fan's solution](#)

209.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[chuanyu.fan's solution](#)

210.

1117E

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

Quality: 1,641 global accepts · Rating: 2200 · first AC: 2025-01-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, interactive, math

[chuanyu.fan's solution](#)

211.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-11-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, implementation, math

[chuanyu.fan's solution](#)

212.

903F

[Clear The Matrix](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2200 · first AC: 2024-10-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[chuanyu.fan's solution](#)

213.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[chuanyu.fan's solution](#)

214.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[chuanyu.fan's solution](#)

215.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2023-10-06 · last AC: 2023-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[chuanyu.fan's solution](#)

216.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[chuanyu.fan's solution](#)

217.

2190C

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

Quality: 1,293 global accepts · Rating: 2300 · first AC: 2026-01-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[chuanyu.fan's solution](#)

218.

2124F1

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

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[chuanyu.fan's solution](#)

219.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[chuanyu.fan's solution](#)

220.

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

[chuanyu.fan's solution](#)

221.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs, shortest paths

[chuanyu.fan's solution](#)

222.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[chuanyu.fan's solution](#)

223.

2057E1

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

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[chuanyu.fan's solution](#)

224.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2024-11-14 · last AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[chuanyu.fan's solution](#)

225.

558D

[Guess Your Way Out! II](#) · [Tutorial](#)

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[chuanyu.fan's solution](#)

226.

1610E

[AmShZ and G.O.A.T. · Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2024-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[chuanyu.fan's solution](#)

227.

2006C

[Eri and Expanded Sets · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[chuanyu.fan's solution](#)

228.

2002D2

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

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[chuanyu.fan's solution](#)

229.

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

[chuanyu.fan's solution](#)

230.

1706E

[Qpwoeirut and Vertices · Tutorial](#)

Quality: 3,723 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees

[chuanyu.fan's solution](#)

231.

1928E

[Modular Sequence · Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[chuanyu.fan's solution](#)

232.

438D

[The Child and Sequence · Tutorial](#)

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2023-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math

[chuanyu.fan's solution](#)

233.

295D

[Greg and Caves · Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[chuanyu.fan's solution](#)

234.

837F

[Prefix Sums · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[chuanyu.fan's solution](#)

235.

1080F

[Katya and Segments Sets · Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2025-07-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, interactive, sortings

[chuanyu.fan's solution](#)

236.

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

[chuanyu.fan's solution](#)

237.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2025-06-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[chuanyu.fan's solution](#)

238.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2025-05-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[chuanyu.fan's solution](#)

239.

288D

[Polo the Penguin and Trees](#) · [Tutorial](#)

Quality: 838 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, trees

[chuanyu.fan's solution](#)

240.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2400 · first AC: 2025-02-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms

[chuanyu.fan's solution](#)

241.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[chuanyu.fan's solution](#)

242.

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees

[chuanyu.fan's solution](#)

243.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-02-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[chuanyu.fan's solution](#)

244.

498B

[Name That Tune](#) · [Tutorial](#)

Quality: 1,300 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, probabilities, two pointers

[chuanyu.fan's solution](#)

245.

1743E

[FTL](#) · [Tutorial](#)

Quality: 1,866 global accepts · Rating: 2400 · first AC: 2025-02-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp

[chuanyu.fan's solution](#)

246.

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,424 global accepts · Rating: 2400 · first AC: 2025-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[chuanyu.fan's solution](#)

247.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,284 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[chuanyu.fan's solution](#)

248.

256E

[Lucky Arrays](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2400 · first AC: 2025-02-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures

[chuanyu.fan's solution](#)

249.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2025-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures

[chuanyu.fan's solution](#)

250.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,994 global accepts · Rating: 2400 · first AC: 2025-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[chuanyu.fan's solution](#)

251.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[chuanyu.fan's solution](#)

252.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2024-11-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, trees

[chuanyu.fan's solution](#)

253.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, trees

[chuanyu.fan's solution](#)

254.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-11-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[chuanyu.fan's solution](#)

255.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-11-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[chuanyu.fan's solution](#)

256.

115E

[Linear Kingdom Races](#) · [Tutorial](#)

Quality: 2,214 global accepts · Rating: 2400 · first AC: 2024-10-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[chuanyu.fan's solution](#)

257.

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: graphs, shortest paths, trees
[chuanyu.fan's solution](#)

258.

83D

[Numbers](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2400 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory
[chuanyu.fan's solution](#)

259.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[chuanyu.fan's solution](#)

260.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2024-07-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer
[chuanyu.fan's solution](#)

261.

1820E

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

Rating: 2400 · first AC: 2024-04-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math, trees
[chuanyu.fan's solution](#)

262.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2026-03-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths
[chuanyu.fan's solution](#)

263.

2201D

[Binary Not Search and Queries](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2026-02-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, implementation
[chuanyu.fan's solution](#)

264.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[chuanyu.fan's solution](#)

265.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees
[chuanyu.fan's solution](#)

266.

696D

[Legen... · Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, matrices, strings

[chuanyu.fan's solution](#)

267.

981F

[Round Marriage · Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2025-08-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, graph matchings, greedy

[chuanyu.fan's solution](#)

268.

2082D

[Balancing · Tutorial](#)

Rating: 2500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[chuanyu.fan's solution](#)

269.

2057E2

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

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[chuanyu.fan's solution](#)

270.

1583F

[Defender of Childhood Dreams · Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[chuanyu.fan's solution](#)

271.

580E

[Kefa and Watch · Tutorial](#)

Quality: 2,573 global accepts · Rating: 2500 · first AC: 2024-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, hashing, strings

[chuanyu.fan's solution](#)

272.

1725K

[Kingdom of Criticism · Tutorial](#)

Quality: 786 global accepts · Rating: 2500 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[chuanyu.fan's solution](#)

273.

1527E

[Partition Game · Tutorial](#)

Quality: 2,907 global accepts · Rating: 2500 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[chuanyu.fan's solution](#)

274.

1922F

[Replace on Segment · Tutorial](#)

Quality: 1,747 global accepts · Rating: 2500 · first AC: 2024-01-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings

[chuanyu.fan's solution](#)

275.

261D

[Maxim and Increasing Subsequence · Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2025-08-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp

[chuanyu.fan's solution](#)

276.

2122E

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

Quality: 1,082 global accepts · Rating: 2600 · first AC: 2025-07-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math

[chuanyu.fan's solution](#)

277.

750E

[New Year and Old Subsequence](#) · [Tutorial](#)

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2025-07-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[chuanyu.fan's solution](#)

278.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[chuanyu.fan's solution](#)

279.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, greedy

[chuanyu.fan's solution](#)

280.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[chuanyu.fan's solution](#)

281.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2024-08-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[chuanyu.fan's solution](#)

282.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 940 global accepts · Rating: 2600 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, shortest paths

[chuanyu.fan's solution](#)

283.

140E

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1641D

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293.

2124F2

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1383E

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296.

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299.

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1916F

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708D

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306.

434D

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307.

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308.

1299D

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309.

1163F

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310.

2057G

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311.

603E

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312.

2127H

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313.

2046D

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314.

1523G

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315.

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316.

2147I1

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317.

2097F

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318.

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319.

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320.

397C

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