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Unique solved — cqbzlwz

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

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Filters: none

Count: 549

1.

2211A

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

Quality: 16,055 global accepts · Rating: 800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqbzlwz's solution](#)

2.

2189A

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Quality: 24,364 global accepts · Rating: 800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
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3.

2183A

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

Quality: 23,665 global accepts · Rating: 800 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: games
[cqbzlwz's solution](#)

4.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,436 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[cqbzlwz's solution](#)

5.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,325 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[cqbzlwz's solution](#)

6.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,731 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[cqbzlwz's solution](#)

7.

2157A

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

Quality: 16,489 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[cqbzlwz's solution](#)

8.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,824 global accepts · Rating: 800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
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9.

2152A

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

Quality: 22,303 global accepts · Rating: 800 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cqbzlwz's solution](#)

10.

2151A

[Incremental Subarray](#) · [Tutorial](#)

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[cqbzlwz's solution](#)

11.

2133B

[Villagers](#) · [Tutorial](#)

Quality: 25,541 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: greedy
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12.

2133A

[Redstone?](#) · [Tutorial](#)

Quality: 30,967 global accepts · Rating: 800 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math
[cqbzlwz's solution](#)

13.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,639 global accepts · Rating: 800 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cqbzlwz's solution](#)

14.

2130A

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

Quality: 28,530 global accepts · Rating: 800 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqbzlwz's solution](#)

15.

2128A

[Recycling Center](#) · [Tutorial](#)

Quality: 28,485 global accepts · Rating: 800 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqbzlwz's solution](#)

16.

2125A

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

Quality: 27,976 global accepts · Rating: 800 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, sortings, strings
[cqbzlwz's solution](#)

17.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, math
[cqbzlwz's solution](#)

18.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,548 global accepts · Rating: 800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[cqbzlwz's solution](#)

19.

2062A

[String](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[cqbzlwz's solution](#)

20.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,260 global accepts · Rating: 800 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, geometry, greedy, math
[cqbzlwz's solution](#)

21.

2031A

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

Quality: 20,946 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cqbzlwz's solution](#)

22.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[cqbzlwz's solution](#)

23.

2019A

[Max Plus Size](#) · [Tutorial](#)

Quality: 27,134 global accepts · Rating: 800 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[cqbzlwz's solution](#)

24.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqbzlwz's solution](#)

25.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cqbzlwz's solution](#)

26.

2001A

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Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cqbzlwz's solution](#)

27.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,709 global accepts · Rating: 800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cqbzlwz's solution](#)

28.

1989A

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Quality: 29,351 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cqbzlwz's solution](#)

29.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,392 global accepts · Rating: 800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[cqbzlwz's solution](#)

30.

1922A

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Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, strings

[cqbzlwz's solution](#)

31.

1468E

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Quality: 9,818 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cqbzlwz's solution](#)

32.

899A

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Quality: 11,096 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqbzlwz's solution](#)

33.

1715A

[Crossmarket](#) · [Tutorial](#)

Quality: 24,376 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[cqbzlwz's solution](#)

34.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cqbzlwz's solution](#)

35.

1765B

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Quality: 9,878 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[cqbzlwz's solution](#)

36.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2023-09-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation

[cqbzlwz's solution](#)

37.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cqbzlwz's solution](#)

38.

1762A

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Quality: 20,588 global accepts · Rating: 800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

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39.

1806A

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Quality: 43,439 global accepts · Rating: 800 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

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40.

1459A

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41.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,581 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings

[cqbzlwz's solution](#)

- 42.**
2157B
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Quality: 12,849 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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- 43.**
2125B
[Left and Down](#) · [Tutorial](#)
Quality: 27,361 global accepts · Rating: 900 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[cqbzlwz's solution](#)
- 44.**
2062B
[Clockwork](#) · [Tutorial](#)
Quality: 23,750 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
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- 45.**
2031B
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Quality: 20,782 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
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- 46.**
199A
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[cqbzlwz's solution](#)
- 47.**
1543A
[Exciting Bets](#) · [Tutorial](#)
Quality: 40,943 global accepts · Rating: 900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cqbzlwz's solution](#)
- 48.**
1324A
[Yet Another Tetris Problem](#) · [Tutorial](#)
Quality: 27,314 global accepts · Rating: 900 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, number theory
[cqbzlwz's solution](#)
- 49.**
2164B
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Quality: 18,249 global accepts · Rating: 1000 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cqbzlwz's solution](#)
- 50.**
1550B
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Quality: 28,553 global accepts · Rating: 1000 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqbzlwz's solution](#)
- 51.**
2004B
[Game with Doors](#) · [Tutorial](#)
Quality: 31,519 global accepts · Rating: 1000 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[cqbzlwz's solution](#)
- 52.**
1260A
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Quality: 15,816 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: math
[cqbzlwz's solution](#)

53.

1859B

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Quality: 43,895 global accepts · Rating: 1000 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cqbzlwz's solution](#)

54.

1249B1

[Books Exchange \(easy version\)](#) · [Tutorial](#)

Quality: 22,292 global accepts · Rating: 1000 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[cqbzlwz's solution](#)

55.

1539A

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Quality: 21,526 global accepts · Rating: 1000 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[cqbzlwz's solution](#)

56.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,172 global accepts · Rating: 1000 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[cqbzlwz's solution](#)

57.

2211B

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Quality: 11,612 global accepts · Rating: 1100 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[cqbzlwz's solution](#)

58.

2183B

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[cqbzlwz's solution](#)

59.

2130B

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60.

2128B

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Quality: 21,417 global accepts · Rating: 1100 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

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61.

2125C

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[cqbzlwz's solution](#)

62.

2104C

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[cqbzlwz's solution](#)

63.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[cqbzlwz's solution](#)

64.

1826B

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Quality: 28,154 global accepts · Rating: 1100 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cqbzlwz's solution](#)

65.

1574B

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Quality: 18,221 global accepts · Rating: 1100 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[cqbzlwz's solution](#)

66.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,925 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[cqbzlwz's solution](#)

67.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math
[cqbzlwz's solution](#)

68.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[cqbzlwz's solution](#)

69.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cqbzlwz's solution](#)

70.

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1200 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy
[cqbzlwz's solution](#)

71.

2182C

[Production of Snowmen](#) · [Tutorial](#)

Quality: 15,512 global accepts · Rating: 1200 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp
[cqbzlwz's solution](#)

72.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,694 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation
[cqbzlwz's solution](#)

73.

2128C

[Leftmost Below](#) · [Tutorial](#)

Quality: 20,591 global accepts · Rating: 1200 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cqbzlwz's solution](#)

74.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,813 global accepts · Rating: 1200 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[cqbzlwz's solution](#)

75.

2062C

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Quality: 18,387 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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76.

2053B

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

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77.

2021B

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Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[cqbzlwz's solution](#)

78.

2019B

[All Pairs Segments](#) · [Tutorial](#)

Quality: 17,280 global accepts · Rating: 1200 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqbzlwz's solution](#)

79.

787A

[The Monster](#) · [Tutorial](#)

Quality: 12,184 global accepts · Rating: 1200 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cqbzlwz's solution](#)

80.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings
[cqbzlwz's solution](#)

81.

1859C

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Quality: 18,654 global accepts · Rating: 1200 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math
[cqbzlwz's solution](#)

82.

985B

[Switches and Lamps](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2023-06-10 · last AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[cqbzlwz's solution](#)

83.

959B

[Mahmoud and Ehab and the message](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2022-08-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[cqbzlwz's solution](#)

84.

482A

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

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cqbzlwz's solution](#)

85.

2211C1

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

Quality: 9,099 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers
[cqbzlwz's solution](#)

86.

2201A1

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

Quality: 11,047 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[cqbzlwz's solution](#)

87.

2187A

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

Quality: 15,867 global accepts · Rating: 1300 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqbzlwz's solution](#)

88.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,895 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math
[cqbzlwz's solution](#)

89.

2152B

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

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: games
[cqbzlwz's solution](#)

90.

2127B

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

Quality: 13,493 global accepts · Rating: 1300 · first AC: 2025-08-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[cqbzlwz's solution](#)

91.

2130C

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

Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy
[cqbzlwz's solution](#)

92.

2116B

[Gellyfish and Baby's Breath](#) · [Tutorial](#)

Quality: 17,554 global accepts · Rating: 1300 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[cqbzlwz's solution](#)

93.

2108B

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

Quality: 14,543 global accepts · Rating: 1300 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation, math
[cqbzlwz's solution](#)

94.

2021C1

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

Quality: 14,122 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[cqbzlwz's solution](#)

95.

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2024-10-04 · last AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cqbzlwz's solution](#)

96.

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,714 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[cqbzlwz's solution](#)

97.

630F

[Selection of Personnel](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[cqbzlwz's solution](#)

98.

1016B

[Segment Occurrences](#) · [Tutorial](#)

Quality: 10,150 global accepts · Rating: 1300 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cqbzlwz's solution](#)

99.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[cqbzlwz's solution](#)

100.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cqbzlwz's solution](#)

101.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cqbzlwz's solution](#)

102.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cqbzlwz's solution](#)

103.

862B

[Mahmoud and Ehab and the bipartiteness](#) · [Tutorial](#)

Quality: 25,644 global accepts · Rating: 1300 · first AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[cqbzlwz's solution](#)

104.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[cqbzlwz's solution](#)

105.

478B

[Random Teams](#) · [Tutorial](#)

Quality: 41,258 global accepts · Rating: 1300 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[cqbzlwz's solution](#)

106.

312B

[Archer](#) · [Tutorial](#)

Quality: 13,378 global accepts · Rating: 1300 · first AC: 2022-08-15 · last AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[cqbzlwz's solution](#)

107.

476B

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

Quality: 37,019 global accepts · Rating: 1300 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[cqbzlwz's solution](#)

108.

1096B

[Substring Removal](#) · [Tutorial](#)

Quality: 11,683 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings

[cqbzlwz's solution](#)

109.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

110.

844B

[Rectangles](#) · [Tutorial](#)

Quality: 9,047 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

111.

459B

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

Quality: 47,484 global accepts · Rating: 1300 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, sortings

[cqbzlwz's solution](#)

112.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry, greedy, math

[cqbzlwz's solution](#)

113.

2190B1

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

Quality: 10,670 global accepts · Rating: 1400 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[cqbzlwz's solution](#)

114.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,246 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cqbzlwz's solution](#)

115.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,698 global accepts · Rating: 1400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cqbzlwz's solution](#)

116.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[cqbzlwz's solution](#)

117.

2133C

[The Nether](#) · [Tutorial](#)

Quality: 12,793 global accepts · Rating: 1400 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: graphs, interactive

[cqbzlwz's solution](#)

118.

2127C

[Trip Shopping](#) · [Tutorial](#)

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

[cqbzlwz's solution](#)

119.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1400 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, number theory

[cqbzlwz's solution](#)

120.

1989C

[Two Movies](#) · [Tutorial](#)

Quality: 22,447 global accepts · Rating: 1400 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[cqbzlwz's solution](#)

121.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1400 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, math, strings

[cqbzlwz's solution](#)

122.

1790E

[Vlad and a Pair of Numbers](#) · [Tutorial](#)

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[cqbzlwz's solution](#)

123.

131C

[The World is a Theatre](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1400 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

124.

401C

[Team](#) · [Tutorial](#)

Quality: 21,700 global accepts · Rating: 1400 · first AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cqbzlwz's solution](#)

125.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 1400 · first AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cqbzlwz's solution](#)

126.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cqbzlwz's solution](#)

127.

2115A

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

Quality: 14,954 global accepts · Rating: 1500 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[cqbzlwz's solution](#)

128.

2108C

[Neo's Escape](#) · [Tutorial](#)

Quality: 14,685 global accepts · Rating: 1500 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, graphs, greedy, implementation

[cqbzlwz's solution](#)

129.

2069C

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

Quality: 14,819 global accepts · Rating: 1500 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[cqbzlwz's solution](#)

130.

2053C

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

Quality: 12,332 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[cqbzlwz's solution](#)

131.

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,755 global accepts · Rating: 1500 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cqbzlwz's solution](#)

132.

356A

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

Quality: 16,787 global accepts · Rating: 1500 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[cqbzlwz's solution](#)

133.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,965 global accepts · Rating: 1500 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cqbzlwz's solution](#)

134.

847A

[Union of Doubly Linked Lists](#) · [Tutorial](#)

Quality: 3,875 global accepts · Rating: 1500 · first AC: 2022-08-08 · last AC: 2023-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cqbzlwz's solution](#)

135.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cqbzlwz's solution](#)

136.

1462E1

[Close Tuples \(easy version\)](#) · [Tutorial](#)

Quality: 15,216 global accepts · Rating: 1500 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers

[cqbzlwz's solution](#)

137.

676C

[Vasya and String](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 1500 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, strings, two pointers

[cqbzlwz's solution](#)

138.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cqbzlwz's solution](#)

139.

1179A

[Valeriy and Deque](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1500 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cqbzlwz's solution](#)

140.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,578 global accepts · Rating: 1600 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[cqbzlwz's solution](#)

141.

2182D

[Christmas Tree Decoration](#) · [Tutorial](#)

Quality: 8,948 global accepts · Rating: 1600 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cqbzlwz's solution](#)

142.

2157D

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

Quality: 6,004 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[cqbzlwz's solution](#)

143.

2130D

[Stay or Mirror](#) · [Tutorial](#)

Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cqbzlwz's solution](#)

144.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,285 global accepts · Rating: 1600 · first AC: 2025-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cqbzlwz's solution](#)

145.

2125D

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

Quality: 9,274 global accepts · Rating: 1600 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

146.

2019C

[Cards Partition](#) · [Tutorial](#)

Rating: 1600 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math
[cqbzlwz's solution](#)

147.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[cqbzlwz's solution](#)

148.

630G

[Challenge Pennants](#) · [Tutorial](#)

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[cqbzlwz's solution](#)

149.

1137B

[Camp Schedule](#) · [Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, hashing, strings
[cqbzlwz's solution](#)

150.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,463 global accepts · Rating: 1600 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[cqbzlwz's solution](#)

151.

375A

[Divisible by Seven](#) · [Tutorial](#)

Quality: 5,343 global accepts · Rating: 1600 · first AC: 2023-05-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cqbzlwz's solution](#)

152.

28B

[pSort](#) · [Tutorial](#)

Quality: 5,517 global accepts · Rating: 1600 · first AC: 2023-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[cqbzlwz's solution](#)

153.

888D

[Almost Identity Permutations](#) · [Tutorial](#)

Quality: 10,502 global accepts · Rating: 1600 · first AC: 2022-08-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cqbzlwz's solution](#)

154.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2022-08-09 · last AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, sortings
[cqbzlwz's solution](#)

155.

305C

[Ivan and Powers of Two](#) · [Tutorial](#)

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy,

implementation

[cqbzlwz's solution](#)

156.

600A

[Extract Numbers](#) · [Tutorial](#)

Quality: 5,812 global accepts · Rating: 1600 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cqbzlwz's solution](#)

157.

1284C

[New Year and Permutation](#) · [Tutorial](#)

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2022-08-08 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

158.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cqbzlwz's solution](#)

159.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[cqbzlwz's solution](#)

160.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,444 global accepts · Rating: 1600 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[cqbzlwz's solution](#)

161.

2201A2

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

Quality: 5,081 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[cqbzlwz's solution](#)

162.

2201B

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

Quality: 4,948 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cqbzlwz's solution](#)

163.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,005 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[cqbzlwz's solution](#)

164.

2152D

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

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

[cqbzlwz's solution](#)

165.

2104E

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

Quality: 8,090 global accepts · Rating: 1700 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, strings

[cqbzlwz's solution](#)

166.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,676 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[cqbzlwz's solution](#)

167.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,326 global accepts · Rating: 1700 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[cqbzlwz's solution](#)

168.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,006 global accepts · Rating: 1700 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs

[cqbzlwz's solution](#)

169.

2019E

[Tree Pruning](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, sortings, trees

[cqbzlwz's solution](#)

170.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[cqbzlwz's solution](#)

171.

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-21 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

172.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cqbzlwz's solution](#)

173.

126B

[Password](#) · [Tutorial](#)

Quality: 24,763 global accepts · Rating: 1700 · first AC: 2024-07-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[cqbzlwz's solution](#)

174.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,948 global accepts · Rating: 1700 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[cqbzlwz's solution](#)

175.

567D

[One-Dimensional Battle Ships](#) · [Tutorial](#)

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2022-08-08 · last AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[cqbzlwz's solution](#)

176.

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,092 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cqbzlwz's solution](#)

177.

1324E

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

Quality: 17,009 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[cqbzlwz's solution](#)

178.

339D

[Xenia and Bit Operations](#) · [Tutorial](#)

Quality: 32,546 global accepts · Rating: 1700 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[cqbzlwz's solution](#)

179.

621C

[Wet Shark and Flowers](#) · [Tutorial](#)

Quality: 6,240 global accepts · Rating: 1700 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory, probabilities

[cqbzlwz's solution](#)

180.

627A

[XOR Equation](#) · [Tutorial](#)

Quality: 4,798 global accepts · Rating: 1700 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cqbzlwz's solution](#)

181.

106C

[Buns](#) · [Tutorial](#)

Quality: 7,060 global accepts · Rating: 1700 · first AC: 2022-12-16 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cqbzlwz's solution](#)

182.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1700 · first AC: 2022-08-07 · last AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

183.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2022-08-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[cqbzlwz's solution](#)

184.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,263 global accepts · Rating: 1700 · first AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cqbzlwz's solution](#)

185.

1700C

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

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cqbzlwz's solution](#)

186.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 1700 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cqbzlwz's solution](#)

187.

2211C2

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

Quality: 3,670 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, greedy

[cqbzlwz's solution](#)

188.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,593 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[cqbzlwz's solution](#)

189.

2187B

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

Quality: 5,285 global accepts · Rating: 1800 · first AC: 2026-01-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cqbzlwz's solution](#)

190.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[cqbzlwz's solution](#)

191.

2182E

[New Year's Gifts](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 1800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[cqbzlwz's solution](#)

192.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,963 global accepts · Rating: 1800 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers

[cqbzlwz's solution](#)

193.

2143D1

[Inversion Graph Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,394 global accepts · Rating: 1800 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, greedy, two pointers

[cqbzlwz's solution](#)

194.

2127D

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

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

[cqbzlwz's solution](#)

195.

2069D

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

Quality: 7,047 global accepts · Rating: 1800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[cqbzlwz's solution](#)

196.

687B

[Reminders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2023-07-06 · last AC: 2024-10-04 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cqbzlwz's solution](#)

197.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2023-05-17 · last AC: 2024-09-24 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[cqbzlwz's solution](#)

198.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2024-09-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[cqbzlwz's solution](#)

199.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cqbzlwz's solution](#)

200.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,393 global accepts · Rating: 1800 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[cqbzlwz's solution](#)

201.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,907 global accepts · Rating: 1800 · first AC: 2022-08-18 · last AC: 2024-08-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, math, probabilities

[cqbzlwz's solution](#)

202.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2024-07-22 · last AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[cqbzlwz's solution](#)

203.

1859D

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

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[cqbzlwz's solution](#)

204.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,270 global accepts · Rating: 1800 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[cqbzlwz's solution](#)

205.

1084D

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[cqbzlwz's solution](#)

206.

459D

[Pashmak and Parmida's problem](#) · [Tutorial](#)

Quality: 12,805 global accepts · Rating: 1800 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings

[cqbzlwz's solution](#)

207.

482B

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

Quality: 7,728 global accepts · Rating: 1800 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, trees

[cqbzlwz's solution](#)

208.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[cqbzlwz's solution](#)

209.

706D

[Vasiliy's Multiset](#) · [Tutorial](#)

Quality: 12,583 global accepts · Rating: 1800 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[cqbzlwz's solution](#)

210.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[cqbzlwz's solution](#)

211.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,656 global accepts · Rating: 1800 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[cqbzlwz's solution](#)

212.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2023-07-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[cqbzlwz's solution](#)

213.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2023-04-25 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cqbzlwz's solution](#)

214.

173B

[Chamber of Secrets](#) · [Tutorial](#)

Quality: 3,987 global accepts · Rating: 1800 · first AC: 2023-03-13 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[cqbzlwz's solution](#)

215.

1063B

[Labyrinth](#) · [Tutorial](#)

Quality: 9,253 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[cqbzlwz's solution](#)

216.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,700 global accepts · Rating: 1800 · first AC: 2022-08-11 · last AC: 2023-03-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics
[cqbzlwz's solution](#)

217.

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2023-03-07 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees
[cqbzlwz's solution](#)

218.

77B

[Falling Anvils](#) · [Tutorial](#)

Quality: 2,867 global accepts · Rating: 1800 · first AC: 2022-08-15 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities
[cqbzlwz's solution](#)

219.

991E

[Bus Number](#) · [Tutorial](#)

Quality: 3,728 global accepts · Rating: 1800 · first AC: 2022-08-07 · last AC: 2022-08-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math
[cqbzlwz's solution](#)

220.

245H

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

Quality: 9,059 global accepts · Rating: 1800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, strings
[cqbzlwz's solution](#)

221.

909C

[Python Indentation](#) · [Tutorial](#)

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2022-03-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cqbzlwz's solution](#)

222.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,897 global accepts · Rating: 1900 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, math
[cqbzlwz's solution](#)

223.

2190B2

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

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings
[cqbzlwz's solution](#)

224.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,568 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[cqbzlwz's solution](#)

225.

2133D

[Chicken Jockey](#) · [Tutorial](#)

Quality: 7,485 global accepts · Rating: 1900 · first AC: 2025-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy
[cqbzlwz's solution](#)

226.

2130E1

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

Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, interactive, strings
[cqbzlwz's solution](#)

227.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices
[cqbzlwz's solution](#)

228.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,386 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[cqbzlwz's solution](#)

229.

949C

[Data Center Maintenance](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[cqbzlwz's solution](#)

230.

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
[cqbzlwz's solution](#)

231.

261B

[Maxim and Restaurant](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 1900 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

232.

1260D

[A Game with Traps](#) · [Tutorial](#)

Quality: 4,193 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings
[cqbzlwz's solution](#)

233.

1989D

[Smithing Skill](#) · [Tutorial](#)

Quality: 7,099 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings, two pointers
[cqbzlwz's solution](#)

234.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,100 global accepts · Rating: 1900 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[cqbzlwz's solution](#)

235.

404D

[Minesweeper 1D](#) · [Tutorial](#)

Quality: 2,466 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation
[cqbzlwz's solution](#)

236.

149D

[Coloring Brackets](#) · [Tutorial](#)

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[cqbzlwz's solution](#)

237.

577B

[Modulo Sum](#) · [Tutorial](#)

Quality: 14,858 global accepts · Rating: 1900 · first AC: 2022-07-13 · last AC: 2024-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, two pointers

[cqbzlwz's solution](#)

238.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,175 global accepts · Rating: 1900 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[cqbzlwz's solution](#)

239.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-22 · last AC: 2024-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math

[cqbzlwz's solution](#)

240.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2023-08-28 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[cqbzlwz's solution](#)

241.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1900 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[cqbzlwz's solution](#)

242.

1242B

[0-1 MST](#) · [Tutorial](#)

Quality: 9,245 global accepts · Rating: 1900 · first AC: 2023-03-04 · last AC: 2023-03-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[cqbzlwz's solution](#)

243.

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 1900 · first AC: 2023-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cqbzlwz's solution](#)

244.

191C

[Fools and Roads](#) · [Tutorial](#)

Quality: 9,222 global accepts · Rating: 1900 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[cqbzlwz's solution](#)

245.

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,152 global accepts · Rating: 1900 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cqbzlwz's solution](#)

246.

1714F

[Build a Tree and That Is It](#) · [Tutorial](#)

Quality: 3,662 global accepts · Rating: 1900 · first AC: 2022-08-06 · last AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, trees

[cqbzlwz's solution](#)

247.

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cqbzlwz's solution](#)

248.

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cqbzlwz's solution](#)

249.

597C

[Subsequences](#) · [Tutorial](#)

Quality: 6,604 global accepts · Rating: 1900 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cqbzlwz's solution](#)

250.

2201C

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

Quality: 1,987 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[cqbzlwz's solution](#)

251.

2196C2

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

Quality: 2,520 global accepts · Rating: 2000 · first AC: 2026-02-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[cqbzlwz's solution](#)

252.

2178E

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

Quality: 3,686 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[cqbzlwz's solution](#)

253.

337D

[Book of Evil](#) · [Tutorial](#)

Quality: 6,906 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, trees

[cqbzlwz's solution](#)

254.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cqbzlwz's solution](#)

255.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2025-10-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings, strings

[cqbzlwz's solution](#)

256.

2130E2

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

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

257.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2025-01-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, dp, math
[cqbzlwz's solution](#)

258.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,431 global accepts · Rating: 2000 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[cqbzlwz's solution](#)

259.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-11-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[cqbzlwz's solution](#)

260.

621E

[Wet Shark and Blocks](#) · [Tutorial](#)

Quality: 3,244 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[cqbzlwz's solution](#)

261.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,658 global accepts · Rating: 2000 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory
[cqbzlwz's solution](#)

262.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2023-05-16 · last AC: 2024-09-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[cqbzlwz's solution](#)

263.

235B

[Let's Play Osu!](#) · [Tutorial](#)

Quality: 4,306 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

264.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

265.

513C

[Second price auction](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2000 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, probabilities
[cqbzlwz's solution](#)

266.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,640 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

267.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,775 global accepts · Rating: 2000 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees
[cqbzlwz's solution](#)

268.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,434 global accepts · Rating: 2000 · first AC: 2024-05-18 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cqbzlwz's solution](#)

269.

380C

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

Quality: 19,778 global accepts · Rating: 2000 · first AC: 2024-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules
[cqbzlwz's solution](#)

270.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings
[cqbzlwz's solution](#)

271.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2023-11-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings
[cqbzlwz's solution](#)

272.

958A2

[Death Stars \(medium\)](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[cqbzlwz's solution](#)

273.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,705 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: dp
[cqbzlwz's solution](#)

274.

27E

[Number With The Given Amount Of Divisors](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2023-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, number theory
[cqbzlwz's solution](#)

275.

461B

[Appleman and Tree](#) · [Tutorial](#)

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2023-03-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cqbzlwz's solution](#)

276.

383C

[Propagating tree](#) · [Tutorial](#)

Quality: 7,522 global accepts · Rating: 2000 · first AC: 2023-01-13 · last AC: 2023-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[cqbzlwz's solution](#)

277.

156C

[Cipher](#) · [Tutorial](#)

Quality: 2,625 global accepts · Rating: 2000 · first AC: 2022-08-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cqbzlwz's solution](#)

278.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2022-02-20 · last AC: 2022-02-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[cqbzlwz's solution](#)

279.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2025-11-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[cqbzlwz's solution](#)

280.

1628D1

[Game on Sum \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[cqbzlwz's solution](#)

281.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, sortings

[cqbzlwz's solution](#)

282.

2051G

[Snakes](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2100 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, dsu, graphs

[cqbzlwz's solution](#)

283.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[cqbzlwz's solution](#)

284.

2152E

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

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

[cqbzlwz's solution](#)

285.

2115B

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

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-07-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[cqbzlwz's solution](#)

286.

852D

[Exploration plan](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graph matchings, shortest paths

[cqbzlwz's solution](#)

287.

1354E

[Graph Coloring](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2100 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs

[cqbzlwz's solution](#)

288.

821E

[Okabe and El Psy Kongroo](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cqbzlwz's solution](#)

289.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices

[cqbzlwz's solution](#)

290.

919E

[Congruence Equation](#) · [Tutorial](#)

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[cqbzlwz's solution](#)

291.

1195E

[OpenStreetMap](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, two pointers

[cqbzlwz's solution](#)

292.

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings

[cqbzlwz's solution](#)

293.

286C

[Main Sequence](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2100 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cqbzlwz's solution](#)

294.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, math

[cqbzlwz's solution](#)

295.

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[cqbzlwz's solution](#)

296.

1000E

[We Need More Bosses](#) · [Tutorial](#)

Quality: 6,505 global accepts · Rating: 2100 · first AC: 2024-05-18 · last AC: 2024-06-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cqbzlwz's solution](#)

297.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2024-04-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[cqbzlwz's solution](#)

298.

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,848 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees
[cqbzlwz's solution](#)

299.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle
[cqbzlwz's solution](#)

300.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle
[cqbzlwz's solution](#)

301.

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2023-02-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cqbzlwz's solution](#)

302.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2022-11-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings
[cqbzlwz's solution](#)

303.

452C

[Magic Trick](#) · [Tutorial](#)

Quality: 1,750 global accepts · Rating: 2100 · first AC: 2022-08-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities
[cqbzlwz's solution](#)

304.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cqbzlwz's solution](#)

305.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2026-01-26 · last AC: 2026-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, math, number theory
[cqbzlwz's solution](#)

306.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[cqbzlwz's solution](#)

307.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[cqbzlwz's solution](#)

308.

364B

[Free Market](#) · [Tutorial](#)

Quality: 1,252 global accepts · Rating: 2200 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cqbzlwz's solution](#)

309.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[cqbzlwz's solution](#)

310.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,670 global accepts · Rating: 2200 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[cqbzlwz's solution](#)

311.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[cqbzlwz's solution](#)

312.

1736D

[Equal Binary Subsequences](#) · [Tutorial](#)

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[cqbzlwz's solution](#)

313.

2143D2

[Inversion Graph Coloring \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,770 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, two pointers

[cqbzlwz's solution](#)

314.

2144E1

[Looking at Towers \(easy version\)](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 2200 · first AC: 2025-10-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cqbzlwz's solution](#)

315.

925C

[Big Secret](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2200 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cqbzlwz's solution](#)

316.

922E

[Birds](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 2200 · first AC: 2022-12-16 · last AC: 2025-08-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cqbzlwz's solution](#)

317.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 2200 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[cqbzlwz's solution](#)

318.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs

[cqbzlwz's solution](#)

319.

526D

[Om Nom and Necklace](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: hashing, string suffix structures, strings

[cqbzlwz's solution](#)

320.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2024-08-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[cqbzlwz's solution](#)

321.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqbzlwz's solution](#)

322.

1721E

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

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[cqbzlwz's solution](#)

323.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2024-04-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[cqbzlwz's solution](#)

324.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[cqbzlwz's solution](#)

325.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths

[cqbzlwz's solution](#)

326.

1238E

[Keyboard Purchase](#) · [Tutorial](#)

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2024-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cqbzlwz's solution](#)

327.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2024-01-26 · last AC: 2024-01-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[cqbzlwz's solution](#)

328.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,880 global accepts · Rating: 2200 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, strings, trees
[cqbzlwz's solution](#)

329.

7D

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[cqbzlwz's solution](#)

330.

25E

[Test](#) · [Tutorial](#)

Quality: 3,158 global accepts · Rating: 2200 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: hashing, strings
[cqbzlwz's solution](#)

331.

281E

[Game on Tree](#) · [Tutorial](#)

Rating: 2200 · first AC: 2023-08-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[cqbzlwz's solution](#)

332.

616E

[Sum of Remainders](#) · [Tutorial](#)

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[cqbzlwz's solution](#)

333.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,553 global accepts · Rating: 2200 · first AC: 2023-03-11 · last AC: 2023-03-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
[cqbzlwz's solution](#)

334.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, hashing, math
[cqbzlwz's solution](#)

335.

508E

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

Quality: 1,957 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cqbzlwz's solution](#)

336.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, divide and conquer
[cqbzlwz's solution](#)

337.

2190C

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

Quality: 1,291 global accepts · Rating: 2300 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, interactive, sortings, two pointers

[cqbzlwz's solution](#)

338.

2164E

[Journey](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2300 · first AC: 2025-11-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy

[cqbzlwz's solution](#)

339.

2124F1

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

Quality: 1,559 global accepts · Rating: 2300 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cqbzlwz's solution](#)

340.

2130E3

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

Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[cqbzlwz's solution](#)

341.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2024-10-04 · last AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, number theory

[cqbzlwz's solution](#)

342.

713C

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

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings

[cqbzlwz's solution](#)

343.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cqbzlwz's solution](#)

344.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2024-12-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows

[cqbzlwz's solution](#)

345.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, trees

[cqbzlwz's solution](#)

346.

22E

[Scheme](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[cqbzlwz's solution](#)

347.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2300 · first AC: 2024-10-14 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs
[cqbzlwz's solution](#)

348.

2021E1

[Digital Village \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, dsu, fft, graphs, greedy, implementation, math, trees
[cqbzlwz's solution](#)

349.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2024-08-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

350.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, trees
[cqbzlwz's solution](#)

351.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cqbzlwz's solution](#)

352.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, shortest paths
[cqbzlwz's solution](#)

353.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-07-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, strings
[cqbzlwz's solution](#)

354.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,402 global accepts · Rating: 2300 · first AC: 2024-07-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[cqbzlwz's solution](#)

355.

1681F

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

Quality: 2,321 global accepts · Rating: 2300 · first AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[cqbzlwz's solution](#)

356.

1046B

[Hyperspace Highways](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-06-04 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[cqbzlwz's solution](#)

357.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2024-05-19 · last AC: 2024-05-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[cqbzlwz's solution](#)

358.

76F

[Tourist](#) · [Tutorial](#)

Quality: 771 global accepts · Rating: 2300 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[cqbzlwz's solution](#)

359.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2024-02-01 · last AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[cqbzlwz's solution](#)

360.

586F

[Lizard Era: Beginning](#) · [Tutorial](#)

Rating: 2300 · first AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: meet-in-the-middle

[cqbzlwz's solution](#)

361.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2022-08-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cqbzlwz's solution](#)

362.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cqbzlwz's solution](#)

363.

2211F

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

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[cqbzlwz's solution](#)

364.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,041 global accepts · Rating: 2400 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cqbzlwz's solution](#)

365.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,914 global accepts · Rating: 2400 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, trees

[cqbzlwz's solution](#)

366.

1628D2

[Game on Sum \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, games, math

[cqbzlwz's solution](#)

367.

1526E

[Oolimry and Suffix Array](#) · [Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cqbzlwz's solution](#)

368.

2066D1

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

Quality: 1,441 global accepts · Rating: 2400 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cqbzlwz's solution](#)

369.

1109D

[Sasha and Interesting Fact from Graph Theory](#) · [Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[cqbzlwz's solution](#)

370.

1144G

[Two Merged Sequences](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2025-10-23 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[cqbzlwz's solution](#)

371.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: dp

[cqbzlwz's solution](#)

372.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[cqbzlwz's solution](#)

373.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2025-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cqbzlwz's solution](#)

374.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cqbzlwz's solution](#)

375.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, fft

[cqbzlwz's solution](#)

376.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry

[cqbzlwz's solution](#)

377.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities
[cqbzlwz's solution](#)

378.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, implementation, sortings
[cqbzlwz's solution](#)

379.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[cqbzlwz's solution](#)

380.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-08-13 · last AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy
[cqbzlwz's solution](#)

381.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings
[cqbzlwz's solution](#)

382.

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[cqbzlwz's solution](#)

383.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2024-04-05 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[cqbzlwz's solution](#)

384.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cqbzlwz's solution](#)

385.

1051F

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

Quality: 3,753 global accepts · Rating: 2400 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, trees
[cqbzlwz's solution](#)

386.

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2024-01-31 · last AC: 2024-01-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings
[cqbzlwz's solution](#)

387.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2400 · first AC: 2024-01-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[cqbzlwz's solution](#)

388.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cqbzlwz's solution](#)

389.

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees

[cqbzlwz's solution](#)

390.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cqbzlwz's solution](#)

391.

212D

[Cutting a Fence](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2500 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu

[cqbzlwz's solution](#)

392.

609F

[Frogs and mosquitoes](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cqbzlwz's solution](#)

393.

2135D2

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

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-04 · last AC: 2025-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[cqbzlwz's solution](#)

394.

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2023-10-03 · last AC: 2025-09-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs

[cqbzlwz's solution](#)

395.

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqbzlwz's solution](#)

396.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[cqbzlwz's solution](#)

397.

1117G

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

Quality: 913 global accepts · Rating: 2500 · first AC: 2025-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqbzlwz's solution](#)

398.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[cqbzlwz's solution](#)

399.

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2025-07-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs
[cqbzlwz's solution](#)

400.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp
[cqbzlwz's solution](#)

401.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2025-06-30 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[cqbzlwz's solution](#)

402.

845F

[Guards In The Storehouse](#) · [Tutorial](#)

Quality: 629 global accepts · Rating: 2500 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp
[cqbzlwz's solution](#)

403.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2025-02-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, fft
[cqbzlwz's solution](#)

404.

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, graphs, trees
[cqbzlwz's solution](#)

405.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2024-08-21 · last AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers
[cqbzlwz's solution](#)

406.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2024-12-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, divide and conquer, dsu, graphs
[cqbzlwz's solution](#)

407.

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2023-10-28 · last AC: 2024-11-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings
[cqbzlwz's solution](#)

408.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[cqbzlwz's solution](#)

409.

710D

[Two Arithmetic Progressions](#) · [Tutorial](#)

Quality: 1,845 global accepts · Rating: 2500 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cqbzlwz's solution](#)

410.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math

[cqbzlwz's solution](#)

411.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2024-07-09 · last AC: 2024-07-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[cqbzlwz's solution](#)

412.

266E

[More Queries to Array...](#) · [Tutorial](#)

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2024-03-10 · last AC: 2024-03-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math

[cqbzlwz's solution](#)

413.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[cqbzlwz's solution](#)

414.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,121 global accepts · Rating: 2600 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqbzlwz's solution](#)

415.

2170F

[Build XOR on a Segment](#) · [Tutorial](#)

Quality: 779 global accepts · Rating: 2600 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[cqbzlwz's solution](#)

416.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2025-07-14 · last AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, matrices, trees

[cqbzlwz's solution](#)

417.

2122E

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

Quality: 1,076 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[cqbzlwz's solution](#)

418.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2025-11-07 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities

[cqbzlwz's solution](#)

419.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cqbzlwz's solution](#)

420.

374E

[Inna and Babies](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 2600 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, implementation

[cqbzlwz's solution](#)

421.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2025-10-16 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[cqbzlwz's solution](#)

422.

2104F

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

Quality: 726 global accepts · Rating: 2600 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, implementation, math

[cqbzlwz's solution](#)

423.

201D

[Brand New Problem](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 2600 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[cqbzlwz's solution](#)

424.

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-07-17 · last AC: 2025-06-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[cqbzlwz's solution](#)

425.

897E

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

Rating: 2600 · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[cqbzlwz's solution](#)

426.

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: math

[cqbzlwz's solution](#)

427.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[cqbzlwz's solution](#)

428.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqbzlwz's solution](#)

429.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2600 · first AC: 2024-11-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs

[cqbzlwz's solution](#)

430.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: matrices

[cqbzlwz's solution](#)

431.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[cqbzlwz's solution](#)

432.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2024-03-31 · last AC: 2024-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[cqbzlwz's solution](#)

433.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2024-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cqbzlwz's solution](#)

434.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[cqbzlwz's solution](#)

435.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-12-18 · last AC: 2022-12-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[cqbzlwz's solution](#)

436.

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: probabilities, shortest paths

[cqbzlwz's solution](#)

437.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings

[cqbzlwz's solution](#)

438.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[cqbzlwz's solution](#)

439.

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[cqbzlwz's solution](#)

440.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2025-11-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, trees

[cqbzlwz's solution](#)

441.

482D

[Random Function and Tree](#) · [Tutorial](#)

Quality: 595 global accepts · Rating: 2700 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[cqbzlwz's solution](#)

442.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2025-08-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities

[cqbzlwz's solution](#)

443.

2115C

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

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[cqbzlwz's solution](#)

444.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2700 · first AC: 2025-08-15 · last AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[cqbzlwz's solution](#)

445.

2104G

[Modulo 3](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 2700 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[cqbzlwz's solution](#)

446.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp

[cqbzlwz's solution](#)

447.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, hashing, string suffix structures

[cqbzlwz's solution](#)

448.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, strings
[cqbzlwz's solution](#)

449.

113D

[Museum](#) · [Tutorial](#)

Quality: 818 global accepts · Rating: 2700 · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: math, matrices, probabilities
[cqbzlwz's solution](#)

450.

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[cqbzlwz's solution](#)

451.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices
[cqbzlwz's solution](#)

452.

1814F

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

Quality: 937 global accepts · Rating: 2700 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dsu
[cqbzlwz's solution](#)

453.

241B

[Friends](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2700 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, math
[cqbzlwz's solution](#)

454.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqbzlwz's solution](#)

455.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[cqbzlwz's solution](#)

456.

2048G

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

Quality: 742 global accepts · Rating: 2800 · first AC: 2026-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math
[cqbzlwz's solution](#)

457.

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy
[cqbzlwz's solution](#)

458.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cqbzlwz's solution](#)

459.

1033E

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

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-12-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[cqbzlwz's solution](#)

460.

555E

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

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2025-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, trees

[cqbzlwz's solution](#)

461.

850E

[Random Elections](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2800 · first AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, fft, math

[cqbzlwz's solution](#)

462.

516D

[Drazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[cqbzlwz's solution](#)

463.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cqbzlwz's solution](#)

464.

2034F2

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

Quality: 598 global accepts · Rating: 2800 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[cqbzlwz's solution](#)

465.

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[cqbzlwz's solution](#)

466.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2025-07-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, probabilities

[cqbzlwz's solution](#)

467.

1967D

[Long Way to be Non-decreasing](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2800 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, graphs, implementation, shortest paths, two pointers

[cqbzlwz's solution](#)

468.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, divide and conquer,

dp, graphs, sortings, trees

[cqbzlwz's solution](#)

469.

2069F

[Graph Inclusion](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2025-02-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs

[cqbzlwz's solution](#)

470.

1913F

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

Quality: 543 global accepts · Rating: 2800 · first AC: 2025-02-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[cqbzlwz's solution](#)

471.

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2025-01-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cqbzlwz's solution](#)

472.

1375G

[Tree Modification](#) · [Tutorial](#)

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[cqbzlwz's solution](#)

473.

722F

[Cyclic Cipher](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2800 · first AC: 2024-10-04 · C++20 (GCC 13-64) (first AC) · Tags: chinese remainder theorem, data structures, implementation, number theory, two pointers

[cqbzlwz's solution](#)

474.

283E

[Cow Tennis Tournament](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2800 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[cqbzlwz's solution](#)

475.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[cqbzlwz's solution](#)

476.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2024-01-25 · last AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[cqbzlwz's solution](#)

477.

2061G

[Kevin and Teams](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, interactive

[cqbzlwz's solution](#)

478.

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory
[cqbzlwz's solution](#)

479.

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy
[cqbzlwz's solution](#)

480.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees
[cqbzlwz's solution](#)

481.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[cqbzlwz's solution](#)

482.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2026-01-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp
[cqbzlwz's solution](#)

483.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2025-11-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, math
[cqbzlwz's solution](#)

484.

2066D2

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

Quality: 620 global accepts · Rating: 2900 · first AC: 2025-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cqbzlwz's solution](#)

485.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu
[cqbzlwz's solution](#)

486.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...
[cqbzlwz's solution](#)

487.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2026-04-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings
[cqbzlwz's solution](#)

488.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2026-03-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[cqbzlwz's solution](#)

489.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[cqbzlwz's solution](#)

490.

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-04-17 · last AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[cqbzlwz's solution](#)

491.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2026-01-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, trees

[cqbzlwz's solution](#)

492.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 3000 · first AC: 2025-12-21 · last AC: 2025-12-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[cqbzlwz's solution](#)

493.

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2025-11-12 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[cqbzlwz's solution](#)

494.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2025-11-06 · last AC: 2025-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cqbzlwz's solution](#)

495.

1610F

[Mashtali: a Space Odyssey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2025-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cqbzlwz's solution](#)

496.

2070F

[Friends and Pizza](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 3000 · first AC: 2025-10-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft

[cqbzlwz's solution](#)

497.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, shortest paths, strings

[cqbzlwz's solution](#)

498.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2025-08-14 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, matrices

[cqbzlwz's solution](#)

499.

2125F

[Timofey and Docker](#) · [Tutorial](#)

Quality: 397 global accepts · Rating: 3000 · first AC: 2025-07-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, dp
[cqbzlwz's solution](#)

500.

1965E

[Connected Cubes](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 3100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games
[cqbzlwz's solution](#)

501.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation
[cqbzlwz's solution](#)

502.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees
[cqbzlwz's solution](#)

503.

924F

[Minimal Subset Difference](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 3200 · first AC: 2026-04-11 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqbzlwz's solution](#)

504.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2026-04-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[cqbzlwz's solution](#)

505.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-04-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics
[cqbzlwz's solution](#)

506.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2026-03-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures
[cqbzlwz's solution](#)

507.

1810G

[The Maximum Prefix](#) · [Tutorial](#)

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2026-01-12 · C++20 (GCC 13-64) (first AC) · Tags: dp
[cqbzlwz's solution](#)

508.

1859F

[Teleportation in Byteland](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 3200 · first AC: 2025-10-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, shortest paths, trees
[cqbzlwz's solution](#)

509.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2025-02-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[cqbzl wz's solution](#)

510.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2026-03-21 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings

[cqbzl wz's solution](#)

511.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 3300 · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, geometry, sortings

[cqbzl wz's solution](#)

512.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-12-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[cqbzl wz's solution](#)

513.

878E

[Numbers on the blackboard](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3300 · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[cqbzl wz's solution](#)

514.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2024-07-04 · last AC: 2024-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[cqbzl wz's solution](#)

515.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2026-03-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[cqbzl wz's solution](#)

516.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2026-02-26 · last AC: 2026-02-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[cqbzl wz's solution](#)

517.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2025-12-30 · C++20 (GCC 13-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[cqbzl wz's solution](#)

518.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2025-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy

[cqbzl wz's solution](#)

519.

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2024-11-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[cqbzl wz's solution](#)

520.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2026-03-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, flows, graphs
[cqbzlwz's solution](#)

521.

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2026-01-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cqbzlwz's solution](#)

522.

1305G

[Kuroni and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2025-10-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs
[cqbzlwz's solution](#)

523.

2061I

[Kevin and Nivek](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3500 · first AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp
[cqbzlwz's solution](#)

524.

2222E

[Seek the Truth](#) · [Tutorial](#)

Quality: 1,935 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[cqbzlwz's solution](#)

525.

2222F

[Building Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, implementation
[cqbzlwz's solution](#)

526.

2222D

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

Quality: 3,172 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, sortings
[cqbzlwz's solution](#)

527.

2222C

[Median Partition](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[cqbzlwz's solution](#)

528.

2222B

[Artistic Balance Tree](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cqbzlwz's solution](#)

529.

2222A

[A Wonderful Contest](#) · [Tutorial](#)

Quality: 9,966 global accepts · Rating: — · first AC: 2026-04-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math
[cqbzlwz's solution](#)

530.

102512E

[Valentine](#) · [Tutorial](#)

Rating: — · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

531.

105949L

[abc](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

532.

104128H

[Factories Once More](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

533.

103102A

[Archeologists](#) · [Tutorial](#)

Rating: — · first AC: 2025-07-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

534.

101612J

[Joker](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

535.

100886A

[Three Servers](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

536.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

537.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

538.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · last AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

539.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2025-02-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[cqbzlwz's solution](#)

540.

105257H

[Maximum Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cqbzlwz's solution](#)

541.

100923C

[Por Costel and Bujor](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

542.

105336G

[uTÀíq!Qm](#)

Rating: — · first AC: 2024-09-26 · last AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

543.

105336E

[-•g•Qz!](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

544.

105336D

[•xT!b%lãx Vh](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

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105336L

[•Q!Úíq! •\[](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

546.

105336K

[SÖT!P!n8b](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

547.

105336B

[Qx-T!t!rial](#)

Rating: — · first AC: 2024-09-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

548.

100963J

[Once Upon A Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[cqbzlwz's solution](#)

549.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-04 · last AC: 2024-05-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[cqbzlwz's solution](#)