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Unique solved — cuiaoxiang

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

Sort: Problem rating · easier first

Filters: none

Count: 6,275

1.

2211A

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

Quality: 16,099 global accepts · Rating: 800 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

2.

2200B

[Deletion Sort](#) · [Tutorial](#)

Quality: 25,498 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, sortings
[cuiaoxiang's solution](#)

3.

2200A

[Eating Game](#) · [Tutorial](#)

Quality: 28,159 global accepts · Rating: 800 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

4.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,473 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

5.

2185B

[Prefix Max](#) · [Tutorial](#)

Quality: 40,723 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

6.

2185A

[Perfect Root](#) · [Tutorial](#)

Quality: 43,110 global accepts · Rating: 800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

7.

2096A

[Wonderful Sticks](#) · [Tutorial](#)

Quality: 20,578 global accepts · Rating: 800 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

8.

2126B

[No Casino in the Mountains](#) · [Tutorial](#)

Quality: 37,706 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[cuiaoxiang's solution](#)

9.

2126A

[Only One Digit](#) · [Tutorial](#)

Quality: 51,104 global accepts · Rating: 800 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math
[cuiaoxiang's solution](#)

10.

2193A

[DBMB and the Array](#) · [Tutorial](#)

Quality: 42,669 global accepts · Rating: 800 · first AC: 2026-01-25 · last AC: 2026-02-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

11.

2193B

[Reverse a Permutation](#) · [Tutorial](#)

Quality: 30,126 global accepts · Rating: 800 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

12.

2184A

[Social Experiment](#) · [Tutorial](#)

Quality: 38,095 global accepts · Rating: 800 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaoxiang's solution](#)

13.

2182B

[New Year Cake](#) · [Tutorial](#)

Quality: 23,448 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force

[cuiaoxiang's solution](#)

14.

2182A

[New Year String](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cuiaoxiang's solution](#)

15.

2183A

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

Quality: 23,675 global accepts · Rating: 800 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games

[cuiaoxiang's solution](#)

16.

2179B

[Blackslex and Showering](#) · [Tutorial](#)

Quality: 28,345 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

17.

2179A

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

Quality: 34,432 global accepts · Rating: 800 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, strings

[cuiaoxiang's solution](#)

18.

2175A

[Little Fairy's Painting](#) · [Tutorial](#)

Quality: 18,736 global accepts · Rating: 800 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

19.

2176A

[Operations with Inversions](#) · [Tutorial](#)

Quality: 29,082 global accepts · Rating: 800 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[cuiaoxiang's solution](#)

20.

2158A

[Suspension](#) · [Tutorial](#)

Quality: 23,399 global accepts · Rating: 800 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

greedy, math

[cuiaoxiang's solution](#)

21.

2171A

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

Quality: 37,255 global accepts · Rating: 800 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

22.

2167A

[Square?](#) · [Tutorial](#)

Quality: 58,493 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, sortings

[cuiaoxiang's solution](#)

23.

2167C

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

Quality: 36,068 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cuiaoxiang's solution](#)

24.

2167B

[Your Name](#) · [Tutorial](#)

Quality: 51,838 global accepts · Rating: 800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: sortings, strings

[cuiaoxiang's solution](#)

25.

2162A

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

Quality: 41,601 global accepts · Rating: 800 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[cuiaoxiang's solution](#)

26.

2145A

[Candies for Nephews](#) · [Tutorial](#)

Quality: 30,768 global accepts · Rating: 800 · first AC: 2025-10-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaoxiang's solution](#)

27.

2144A

[Cut the Array](#) · [Tutorial](#)

Quality: 21,683 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

28.

2149B

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

Quality: 33,064 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

29.

2149A

[Be Positive](#) · [Tutorial](#)

Quality: 40,937 global accepts · Rating: 800 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaoxiang's solution](#)

30.

2143A

[All Lengths Subtraction](#) · [Tutorial](#)

Quality: 20,702 global accepts · Rating: 800 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, two pointers

[cuiaoxiang's solution](#)

31.

2146A

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

Quality: 21,841 global accepts · Rating: 800 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[cuiaoxiang's solution](#)

32.

2148B

[Lasers](#) · [Tutorial](#)

Quality: 33,057 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry

[cuiaoxiang's solution](#)

33.

2148A

[Sublime Sequence](#) · [Tutorial](#)

Quality: 47,442 global accepts · Rating: 800 · first AC: 2025-09-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, hashing, math

[cuiaoxiang's solution](#)

34.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 800 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

35.

2131B

[Alternating Series](#) · [Tutorial](#)

Quality: 30,963 global accepts · Rating: 800 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

36.

2027A

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

Quality: 22,026 global accepts · Rating: 800 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, implementation, math

[cuiaoxiang's solution](#)

37.

2113A

[Shashliks](#) · [Tutorial](#)

Quality: 20,511 global accepts · Rating: 800 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

38.

2118A

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

Quality: 29,119 global accepts · Rating: 800 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

39.

2117B

[Shrink](#) · [Tutorial](#)

Quality: 32,172 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

40.

2117A

[False Alarm](#) · [Tutorial](#)

Quality: 38,056 global accepts · Rating: 800 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

41.

2111A

[Energy Crystals](#) · [Tutorial](#)

Quality: 20,726 global accepts · Rating: 800 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[cuiaoxiang's solution](#)

42.

2114A

[Square Year](#) · [Tutorial](#)

Quality: 43,214 global accepts · Rating: 800 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math
[cuiaoxiang's solution](#)

43.

2110A

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

Quality: 29,831 global accepts · Rating: 800 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

44.

2108A

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

Quality: 22,151 global accepts · Rating: 800 · first AC: 2025-05-19 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, math
[cuiaoxiang's solution](#)

45.

2109A

[It's Time To Duel](#) · [Tutorial](#)

Quality: 26,950 global accepts · Rating: 800 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

46.

2104A

[Three Decks](#) · [Tutorial](#)

Quality: 26,308 global accepts · Rating: 800 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cuiaoxiang's solution](#)

47.

2103A

[Common Multiple](#) · [Tutorial](#)

Quality: 24,951 global accepts · Rating: 800 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[cuiaoxiang's solution](#)

48.

2094B

[Bobritto Bandito](#) · [Tutorial](#)

Quality: 33,153 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms
[cuiaoxiang's solution](#)

49.

2094A

[Trippi Troppi](#) · [Tutorial](#)

Quality: 56,305 global accepts · Rating: 800 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings
[cuiaoxiang's solution](#)

50.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,426 global accepts · Rating: 800 · first AC: 2025-04-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math
[cuiaoxiang's solution](#)

51.

2093A

[Ideal Generator](#) · [Tutorial](#)

Quality: 40,845 global accepts · Rating: 800 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cuiaoxiang's solution](#)

52.

2086A

[Cloudberry Jam](#) · [Tutorial](#)

Quality: 33,545 global accepts · Rating: 800 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math
[cuiaoxiang's solution](#)

53.

2092A

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

Quality: 28,319 global accepts · Rating: 800 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, number theory, sortings
[cuiaoxiang's solution](#)

54.

2091B

[Team Training](#) · [Tutorial](#)

Quality: 32,707 global accepts · Rating: 800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, sortings
[cuiaoxiang's solution](#)

55.

2091A

[Olympiad Date](#) · [Tutorial](#)

Quality: 39,028 global accepts · Rating: 800 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings
[cuiaoxiang's solution](#)

56.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,911 global accepts · Rating: 800 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

57.

2074B

[The Third Side](#) · [Tutorial](#)

Quality: 34,762 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math
[cuiaoxiang's solution](#)

58.

2074A

[Draw a Square](#) · [Tutorial](#)

Quality: 44,324 global accepts · Rating: 800 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, implementation
[cuiaoxiang's solution](#)

59.

2072A

[New World, New Me, New Array](#) · [Tutorial](#)

Quality: 40,667 global accepts · Rating: 800 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math
[cuiaoxiang's solution](#)

60.

2069A

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

Quality: 26,551 global accepts · Rating: 800 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[cuiaoxiang's solution](#)

61.

2064A

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

Quality: 27,101 global accepts · Rating: 800 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[cuiaoxiang's solution](#)

62.

2065B

[Skibidus and Ohio](#) · [Tutorial](#)

Quality: 42,084 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: strings
[cuiaoxiang's solution](#)

63.

2065A

[Skibidus and Amog'u](#) · [Tutorial](#)

Quality: 55,644 global accepts · Rating: 800 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[cuiaoxiang's solution](#)

64.

2059A

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

Quality: 29,192 global accepts · Rating: 800 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaoxiang's solution](#)

65.

2063A

[Minimal Coprime](#) · [Tutorial](#)

Quality: 31,762 global accepts · Rating: 800 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

66.

2061A

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

Quality: 22,355 global accepts · Rating: 800 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: math
[cuiaoxiang's solution](#)

67.

2060A

[Fibonacciness](#) · [Tutorial](#)

Quality: 41,103 global accepts · Rating: 800 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force
[cuiaoxiang's solution](#)

68.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-31 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[cuiaoxiang's solution](#)

69.

2051B

[Journey](#) · [Tutorial](#)

Quality: 39,769 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math
[cuiaoxiang's solution](#)

70.

2051A

[Preparing for the Olympiad](#) · [Tutorial](#)

Quality: 35,181 global accepts · Rating: 800 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

71.

2048A

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

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[cuiaoxiang's solution](#)

72.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cuiaoxiang's solution](#)

73.

2044C

[Hard Problem](#) · [Tutorial](#)

Quality: 45,279 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

74.

2044B

[Normal Problem](#) · [Tutorial](#)

Quality: 51,989 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

75.

2044A

[Easy Problem](#) · [Tutorial](#)

Quality: 61,233 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cuiaoxiang's solution](#)

76.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,434 global accepts · Rating: 800 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[cuiaoxiang's solution](#)

77.

2050A

[Line Breaks](#) · [Tutorial](#)

Quality: 36,464 global accepts · Rating: 800 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

78.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,341 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

79.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

80.

2037B

[Intercepted Inputs](#) · [Tutorial](#)

Quality: 25,540 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

81.

2037A

[Twice](#) · [Tutorial](#)

Quality: 35,701 global accepts · Rating: 800 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

82.

2036B

[Startup](#) · [Tutorial](#)

Quality: 29,744 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

83.

2036A

[Quintomania](#) · [Tutorial](#)

Quality: 40,695 global accepts · Rating: 800 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

84.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[cuiaoxiang's solution](#)

85.

2022A

[Bus to Pénjamo](#) · [Tutorial](#)

Quality: 17,237 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaoxiang's solution](#)

86.

2033A

[Sakurako and Kosuke](#) · [Tutorial](#)

Quality: 41,165 global accepts · Rating: 800 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

87.

2030B

[Minimise Oneness](#) · [Tutorial](#)

Quality: 23,688 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, games, math

[cuiaoxiang's solution](#)

88.

2030A

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

Quality: 27,584 global accepts · Rating: 800 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cuiaoxiang's solution](#)

89.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,575 global accepts · Rating: 800 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[cuiaoxiang's solution](#)

90.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,502 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[cuiaoxiang's solution](#)

91.

2014A

[Robin Helps](#) · [Tutorial](#)

Quality: 45,715 global accepts · Rating: 800 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

92.

2009B

[osu!mania](#) · [Tutorial](#)

Quality: 53,230 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

93.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,981 global accepts · Rating: 800 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[cuiaoxiang's solution](#)

94.

2008C

[Longest Good Array](#) · [Tutorial](#)

Quality: 36,484 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math
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95.

2008B

[Square or Not](#) · [Tutorial](#)

Quality: 32,958 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, strings
[cuiaoxiang's solution](#)

96.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,797 global accepts · Rating: 800 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

97.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[cuiaoxiang's solution](#)

98.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,879 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

99.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

100.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,616 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
[cuiaoxiang's solution](#)

101.

2000A

[Primary Task](#) · [Tutorial](#)

Quality: 44,110 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[cuiaoxiang's solution](#)

102.

1999C

[Showering](#) · [Tutorial](#)

Quality: 41,648 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

103.

1999A

[A+B Again?](#) · [Tutorial](#)

Quality: 83,961 global accepts · Rating: 800 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

104.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,915 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

105.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,390 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[cuiaxiang's solution](#)

106.

1994A

[Diverse Game](#) · [Tutorial](#)

Quality: 22,286 global accepts · Rating: 800 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaxiang's solution](#)

107.

1992B

[Angry Monk](#) · [Tutorial](#)

Quality: 37,960 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings
[cuiaxiang's solution](#)

108.

1992A

[Only Pluses](#) · [Tutorial](#)

Quality: 49,260 global accepts · Rating: 800 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, sortings
[cuiaxiang's solution](#)

109.

1983A

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

Quality: 28,118 global accepts · Rating: 800 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

110.

1986A

[X Axis](#) · [Tutorial](#)

Quality: 47,989 global accepts · Rating: 800 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, math, sortings
[cuiaxiang's solution](#)

111.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search
[cuiaxiang's solution](#)

112.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaxiang's solution](#)

113.

1985B

[Maximum Multiple Sum](#) · [Tutorial](#)

Quality: 56,781 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cuiaxiang's solution](#)

114.

1985A

[Creating Words](#) · [Tutorial](#)

Quality: 72,384 global accepts · Rating: 800 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

115.

1979A

[Guess the Maximum](#) · [Tutorial](#)

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[cuiaoxiang's solution](#)

116.

1980B

[Choosing Cubes](#) · [Tutorial](#)

Quality: 38,503 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[cuiaoxiang's solution](#)

117.

1980A

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

Quality: 47,602 global accepts · Rating: 800 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: math
[cuiaoxiang's solution](#)

118.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,646 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[cuiaoxiang's solution](#)

119.

1974B

[Symmetric Encoding](#) · [Tutorial](#)

Quality: 34,490 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[cuiaoxiang's solution](#)

120.

1974A

[Phone Desktop](#) · [Tutorial](#)

Quality: 37,927 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

121.

1971B

[Different String](#) · [Tutorial](#)

Quality: 44,722 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

122.

1971A

[My First Sorting Problem](#) · [Tutorial](#)

Quality: 59,511 global accepts · Rating: 800 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

123.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,443 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers
[cuiaoxiang's solution](#)

124.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,459 global accepts · Rating: 800 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[cuiaoxiang's solution](#)

125.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,180 global accepts · Rating: 800 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

126.

1956B

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

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cuiaoxiang's solution](#)

127.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[cuiaoxiang's solution](#)

128.

1955A

[Yogurt Sale](#) · [Tutorial](#)

Quality: 52,738 global accepts · Rating: 800 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

129.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaoxiang's solution](#)

130.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,907 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

131.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,218 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

132.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,460 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

133.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,573 global accepts · Rating: 800 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

134.

1930A

[Maximise The Score](#) · [Tutorial](#)

Quality: 20,288 global accepts · Rating: 800 · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

135.

1945A

[Setting up Camp](#) · [Tutorial](#)

Quality: 30,320 global accepts · Rating: 800 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

136.

1948A

[Special Characters](#) · [Tutorial](#)

Quality: 30,996 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[cuiaoxiang's solution](#)

137.

1941A

[Rudolf and the Ticket](#) · [Tutorial](#)

Quality: 47,702 global accepts · Rating: 800 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

138.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

139.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,276 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[cuiaoxiang's solution](#)

140.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,111 global accepts · Rating: 800 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cuiaoxiang's solution](#)

141.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,366 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

142.

1883A

[Morning](#) · [Tutorial](#)

Quality: 29,260 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

143.

1921B

[Arranging Cats](#) · [Tutorial](#)

Quality: 36,577 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

144.

1921A

[Square](#) · [Tutorial](#)

Quality: 49,598 global accepts · Rating: 800 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

145.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,853 global accepts · Rating: 800 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[cuiaoxiang's solution](#)

146.

1926B

[Vlad and Shapes](#) · [Tutorial](#)

Quality: 36,454 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[cuiaoxiang's solution](#)

147.

1926A

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

Quality: 62,213 global accepts · Rating: 800 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

148.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,901 global accepts · Rating: 800 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

149.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,731 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

150.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,945 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cuiaoxiang's solution](#)

151.

1928A

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

Quality: 24,424 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[cuiaoxiang's solution](#)

152.

1931B

[Make Equal](#) · [Tutorial](#)

Quality: 35,369 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

153.

1931A

[Recovering a Small String](#) · [Tutorial](#)

Quality: 39,964 global accepts · Rating: 800 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings

[cuiaoxiang's solution](#)

154.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,442 global accepts · Rating: 800 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

155.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,374 global accepts · Rating: 800 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaoxiang's solution](#)

156.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,560 global accepts · Rating: 800 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaoxiang's solution](#)

157.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

158.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

159.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: games, math
[cuiaoxiang's solution](#)

160.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,315 global accepts · Rating: 800 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory
[cuiaoxiang's solution](#)

161.

1915C

[Can I Square?](#) · [Tutorial](#)

Quality: 54,194 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation
[cuiaoxiang's solution](#)

162.

1915B

[Not Quite Latin Square](#) · [Tutorial](#)

Quality: 50,361 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[cuiaoxiang's solution](#)

163.

1915A

[Odd One Out](#) · [Tutorial](#)

Quality: 79,815 global accepts · Rating: 800 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, implementation
[cuiaoxiang's solution](#)

164.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,246 global accepts · Rating: 800 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

165.

1914B

[Preparing for the Contest](#) · [Tutorial](#)

Quality: 33,226 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

166.

1914A

[Problemsolving Log](#) · [Tutorial](#)

Quality: 35,158 global accepts · Rating: 800 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

167.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

168.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

169.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,704 global accepts · Rating: 800 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[cuiaxiang's solution](#)

170.

1907A

[Rook](#) · [Tutorial](#)

Quality: 41,763 global accepts · Rating: 800 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

171.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,152 global accepts · Rating: 800 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[cuiaxiang's solution](#)

172.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

173.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,389 global accepts · Rating: 800 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: sortings
[cuiaxiang's solution](#)

174.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,377 global accepts · Rating: 800 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cuiaxiang's solution](#)

175.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,426 global accepts · Rating: 800 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[cuiaxiang's solution](#)

176.

1899A

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

Quality: 92,822 global accepts · Rating: 800 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory
[cuiaxiang's solution](#)

177.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[cuiaxiang's solution](#)

178.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,922 global accepts · Rating: 800 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: math
[cuiaxiang's solution](#)

179.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[cuiaxiang's solution](#)

180.

1884A

[Simple Design](#) · [Tutorial](#)

Quality: 19,156 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[cuiaxiang's solution](#)

181.

1881A

[Don't Try to Count](#) · [Tutorial](#)

Quality: 59,381 global accepts · Rating: 800 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[cuiaxiang's solution](#)

182.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math
[cuiaxiang's solution](#)

183.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,445 global accepts · Rating: 800 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaxiang's solution](#)

184.

1878A

[How Much Does Daytona Cost?](#) · [Tutorial](#)

Quality: 78,712 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

185.

1878B

[Aleksa and Stack](#) · [Tutorial](#)

Quality: 34,219 global accepts · Rating: 800 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

186.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

187.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,522 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

188.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,016 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, two pointers
[cuiaxiang's solution](#)

189.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,040 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

190.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,710 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

191.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,418 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

192.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

193.

1867A

[green gold dog, array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[cuiaxiang's solution](#)

194.

1872A

[Two Vessels](#) · [Tutorial](#)

Quality: 43,184 global accepts · Rating: 800 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

195.

1866A

[Ambitious Kid](#) · [Tutorial](#)

Quality: 51,383 global accepts · Rating: 800 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaxiang's solution](#)

196.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

197.

1863A

[Channel](#) · [Tutorial](#)

Quality: 18,873 global accepts · Rating: 800 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

198.

1862B

[Sequence Game](#) · [Tutorial](#)

Quality: 55,034 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

199.

1862A

[Gift Carpet](#) · [Tutorial](#)

Quality: 36,268 global accepts · Rating: 800 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[cuiaxiang's solution](#)

200.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,375 global accepts · Rating: 800 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math

[cuiaoxiang's solution](#)

201.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,945 global accepts · Rating: 800 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

202.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

203.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,116 global accepts · Rating: 800 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

204.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,506 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaoxiang's solution](#)

205.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cuiaoxiang's solution](#)

206.

1850C

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

Quality: 53,548 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

207.

1850B

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

Quality: 50,383 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

208.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,218 global accepts · Rating: 800 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

209.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,918 global accepts · Rating: 800 · first AC: 2023-07-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cuiaoxiang's solution](#)

210.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,783 global accepts · Rating: 800 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

211.

1847A

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

Quality: 22,905 global accepts · Rating: 800 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

212.

1845A

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

Quality: 47,386 global accepts · Rating: 800 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[cuiaxiang's solution](#)

213.

1843C

[Sum in Binary Tree](#) · [Tutorial](#)

Quality: 39,501 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, trees

[cuiaxiang's solution](#)

214.

1843B

[Long Long](#) · [Tutorial](#)

Quality: 32,104 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, two pointers

[cuiaxiang's solution](#)

215.

1843A

[Sasha and Array Coloring](#) · [Tutorial](#)

Quality: 37,312 global accepts · Rating: 800 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cuiaxiang's solution](#)

216.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,676 global accepts · Rating: 800 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

217.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,991 global accepts · Rating: 800 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[cuiaxiang's solution](#)

218.

1840A

[Cipher Shifer](#) · [Tutorial](#)

Quality: 38,054 global accepts · Rating: 800 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings, two pointers

[cuiaxiang's solution](#)

219.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,690 global accepts · Rating: 800 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

220.

1839A

[The Good Array](#) · [Tutorial](#)

Quality: 18,331 global accepts · Rating: 800 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

221.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,859 global accepts · Rating: 800 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

222.

1833C

[Vlad Building Beautiful Array](#) · [Tutorial](#)

Quality: 27,898 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

223.

1833A

[Musical Puzzle](#) · [Tutorial](#)

Quality: 35,085 global accepts · Rating: 800 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

224.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,976 global accepts · Rating: 800 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: strings

[cuiaxiang's solution](#)

225.

1829C

[Mr. Perfectly Fine](#) · [Tutorial](#)

Quality: 32,459 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation

[cuiaxiang's solution](#)

226.

1829B

[Blank Space](#) · [Tutorial](#)

Quality: 78,071 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

227.

1829A

[Love Story](#) · [Tutorial](#)

Quality: 70,709 global accepts · Rating: 800 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

228.

1816A

[Ian Visits Mary](#) · [Tutorial](#)

Quality: 18,864 global accepts · Rating: 800 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, number theory

[cuiaxiang's solution](#)

229.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[cuiaxiang's solution](#)

230.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

231.

1822C

[Bun Lover](#) · [Tutorial](#)

Quality: 24,776 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaxiang's solution](#)

232.

1822B

[Karina and Array](#) · [Tutorial](#)

Quality: 26,607 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

233.

1822A

[TubeTube Feed](#) · [Tutorial](#)

Quality: 26,024 global accepts · Rating: 800 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

234.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation
[cuiaxiang's solution](#)

235.

1814A

[Coins](#) · [Tutorial](#)

Quality: 51,475 global accepts · Rating: 800 · first AC: 2023-04-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

236.

1811A

[Insert Digit](#) · [Tutorial](#)

Quality: 34,627 global accepts · Rating: 800 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[cuiaxiang's solution](#)

237.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,975 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[cuiaxiang's solution](#)

238.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,956 global accepts · Rating: 800 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force
[cuiaxiang's solution](#)

239.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaxiang's solution](#)

240.

1810A

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

Quality: 21,912 global accepts · Rating: 800 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cuiaxiang's solution](#)

241.

1798A

[Showstopper](#) · [Tutorial](#)

Quality: 21,049 global accepts · Rating: 800 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[cuiaxiang's solution](#)

242.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,175 global accepts · Rating: 800 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

243.

1807C

[Find and Replace](#) · [Tutorial](#)

Quality: 34,337 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[cuiaxiang's solution](#)

244.

1807A

[Plus or Minus](#) · [Tutorial](#)

Quality: 84,754 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

245.

1807B

[Grab the Candies](#) · [Tutorial](#)

Quality: 49,358 global accepts · Rating: 800 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

246.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,485 global accepts · Rating: 800 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[cuiaxiang's solution](#)

247.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

248.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[cuiaxiang's solution](#)

249.

1789A

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

Quality: 33,014 global accepts · Rating: 800 · first AC: 2023-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

250.

1794A

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

Quality: 18,825 global accepts · Rating: 800 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: strings

[cuiaxiang's solution](#)

251.

1800A

[Is It a Cat?](#) · [Tutorial](#)

Quality: 36,605 global accepts · Rating: 800 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

252.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,686 global accepts · Rating: 800 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

253.

1799A

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Quality: 12,318 global accepts · Rating: 800 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[cuiaxiang's solution](#)

254.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,652 global accepts · Rating: 800 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

255.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,826 global accepts · Rating: 800 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

256.

1788A

[One and Two](#) · [Tutorial](#)

Quality: 53,041 global accepts · Rating: 800 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

257.

1791C

[Prepend and Append](#) · [Tutorial](#)

Quality: 74,216 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[cuiaxiang's solution](#)

258.

1791B

[Following Directions](#) · [Tutorial](#)

Quality: 52,667 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation

[cuiaxiang's solution](#)

259.

1791A

[Codeforces Checking](#) · [Tutorial](#)

Quality: 80,643 global accepts · Rating: 800 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

260.

1778A

[Flip Flop Sum](#) · [Tutorial](#)

Quality: 25,752 global accepts · Rating: 800 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

261.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

262.

1790B

[Taisia and Dice](#) · [Tutorial](#)

Quality: 28,997 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

263.

1790A

[Polycarp and the Day of Pi](#) · [Tutorial](#)

Quality: 41,055 global accepts · Rating: 800 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, strings

[cuiaxiang's solution](#)

264.

1780A

[Hayato and School](#) · [Tutorial](#)

Quality: 22,703 global accepts · Rating: 800 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

265.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,979 global accepts · Rating: 800 · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

266.

1777A

[Everybody Likes Good Arrays!](#) · [Tutorial](#)

Quality: 44,035 global accepts · Rating: 800 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

267.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[cuiaxiang's solution](#)

268.

1775A1

[Gardener and the Capybaras \(easy version\)](#) · [Tutorial](#)

Quality: 20,415 global accepts · Rating: 800 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[cuiaxiang's solution](#)

269.

1783A

[Make it Beautiful](#) · [Tutorial](#)

Quality: 48,760 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[cuiaxiang's solution](#)

270.

1712B

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

Quality: 22,399 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[cuiaxiang's solution](#)

271.

1712A

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

Quality: 25,058 global accepts · Rating: 800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

272.

1768A

[Greatest Convex](#) · [Tutorial](#)

Quality: 31,066 global accepts · Rating: 800 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cuiaxiang's solution](#)

273.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cuiaxiang's solution](#)

274.

1731A

[Joey Takes Money](#) · [Tutorial](#)

Quality: 23,669 global accepts · Rating: 800 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

275.

1763A

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

Quality: 17,000 global accepts · Rating: 800 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

276.

1772B

[Matrix Rotation](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

277.

1772A

[A+B?](#) · [Tutorial](#)

Quality: 60,437 global accepts · Rating: 800 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

278.

1774A

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

Quality: 23,532 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

279.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[cuiaoxiang's solution](#)

280.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

281.

1762A

[Divide and Conquer](#) · [Tutorial](#)

Quality: 20,589 global accepts · Rating: 800 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

282.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,063 global accepts · Rating: 800 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

283.

1769A

[B47CmD0 4Cä@Cä3C](#)

Quality: 2,156 global accepts · Rating: 800 · first AC: 2022-12-05 · C++17 (GCC 9-64) (first AC) · Tags: *special, math
[cuiaoxiang's solution](#)

284.

1765B

[Broken Keyboard](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 800 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

285.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,456 global accepts · Rating: 800 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

286.

1758A

[SSeeeeiinngg DDoouubbllee](#) · [Tutorial](#)

Quality: 27,048 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[cuiaoxiang's solution](#)

287.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,826 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[cuiaoxiang's solution](#)

288.

1760B

[Atila's Favorite Problem](#) · [Tutorial](#)

Quality: 53,350 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cuiaoxiang's solution](#)

289.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,952 global accepts · Rating: 800 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

290.

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,641 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[cuiaoxiang's solution](#)

291.

1759B

[Lost Permutation](#) · [Tutorial](#)

Quality: 23,637 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

292.

1759A

[Yes-Yes?](#) · [Tutorial](#)

Quality: 32,667 global accepts · Rating: 800 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

293.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,315 global accepts · Rating: 800 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

294.

1750B

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

Quality: 16,816 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cuiaoxiang's solution](#)

295.

1750A

[Indirect Sort](#) · [Tutorial](#)

Quality: 17,830 global accepts · Rating: 800 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

296.

1740B

[Jumbo Extra Cheese 2](#) · [Tutorial](#)

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, sortings

[cuiaoxiang's solution](#)

297.

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,161 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[cuiaxiang's solution](#)

298.

1743B

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

Quality: 23,194 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

299.

1743A

[Password](#) · [Tutorial](#)

Quality: 29,547 global accepts · Rating: 800 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math
[cuiaxiang's solution](#)

300.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,304 global accepts · Rating: 800 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

301.

1744B

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

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302.

1744A

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303.

1746B

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304.

1746A

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305.

1742B

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306.

1742A

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307.

1741B

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308.

1741A

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1736A

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310.

1735A

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1738A

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1730A

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313.

1734B

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1734A

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1733A

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1729B

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sortings

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1722C

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1722B

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1722A

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1721A

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1715A

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1720B

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1714C

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1703C

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1702B

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1691A

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1681B

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1680A

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1676C

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1676B

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1674A

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678A

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1672B

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1672A

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1669B

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1669A

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1669C

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1661A

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1660B

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1660A

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1658B

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389.

1657A

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390.

1654B

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1654A

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1328A

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393.

1220A

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394.

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1651B

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1651A

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1650A

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401.

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402.

1644A

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403.

1635B

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404.

1635A

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405.

1088A

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406.

1638A

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407.

1637A

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408.

1634A

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409.

1633B

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410.

1633A

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411.

1632A

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412.

1626A

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413.

1627A

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414.

1625A

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415.

1624A

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416.

1621A

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417.

1616A

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418.

1623A

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419.

1622A

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420.

1615A

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421.

1619B

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422.

1619A

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423.

1620A

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424.

1617A

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425.

1618B

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426.

1618A

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427.

1608A

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428.

1136A

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429.

1614A

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430.

1611B

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431.

1611A

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432.

1612A

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433.

1605A

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434.

1607A

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435.

1167A

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436.

1586A

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437.

1582A

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1593A

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442.

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444.

1566B

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1566A

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1569A

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1567A

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1560C

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1560B

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1560A

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453.

1557A

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456.

1551B1

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457.

1551A

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461.

1550A

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1547B

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1547A

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1542A

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466.

1537A

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1538B

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470.

1536A

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471.

1535A

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1526A

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474.

1527A

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476.

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1520A

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202A

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484.

467A

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485.

1511A

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1513A

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487.

1512B

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488.

1512A

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489.

1498A

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490.

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491.

1506A

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492.

1499A

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math

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493.

1497A

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494.

1493A

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495.

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496.

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497.

1490A

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498.

1487A

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499.

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500.

1481A

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501.

141A

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502.

245A

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503.

1478A

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504.

263A

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505.

200B

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1472A

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1466B

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427A

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581A

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268A

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266B

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294A

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1311A

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1270A

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Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, math

[cuiaxiang's solution](#)

610.

1283A

[Minutes Before the New Year](#) · [Tutorial](#)

Quality: 61,306 global accepts · Rating: 800 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

611.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

612.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

613.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

614.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

615.

1249A

[Yet Another Dividing into Teams](#) · [Tutorial](#)

Quality: 23,712 global accepts · Rating: 800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

616.

1244A

[Pens and Pencils](#) · [Tutorial](#)

Quality: 20,069 global accepts · Rating: 800 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

617.

1196A

[Three Piles of Candies](#) · [Tutorial](#)

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

618.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,555 global accepts · Rating: 800 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

619.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

620.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: strings

[cuiaxiang's solution](#)

621.

1209A

[Paint the Numbers](#) · [Tutorial](#)

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

622.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,814 global accepts · Rating: 800 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[cuiaxiang's solution](#)

623.

1104A

[Splitting into digits](#) · [Tutorial](#)

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

624.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,377 global accepts · Rating: 800 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

625.

1056A

[Determine Line](#) · [Tutorial](#)

Quality: 7,308 global accepts · Rating: 800 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

626.

959A

[Mahmoud and Ehab and the even-odd game](#) · [Tutorial](#)

Quality: 55,676 global accepts · Rating: 800 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cuiaoxiang's solution](#)

627.

1186A

[Vus the Cossack and a Contest](#) · [Tutorial](#)

Quality: 42,463 global accepts · Rating: 800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

628.

1183A

[Nearest Interesting Number](#) · [Tutorial](#)

Quality: 27,024 global accepts · Rating: 800 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

629.

1139A

[Even Substrings](#) · [Tutorial](#)

Quality: 17,651 global accepts · Rating: 800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

630.

1185A

[Ropewalkers](#) · [Tutorial](#)

Quality: 15,384 global accepts · Rating: 800 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

631.

1176A

[Divide it!](#) · [Tutorial](#)

Quality: 24,981 global accepts · Rating: 800 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaoxiang's solution](#)

632.

1146A

[Love "A"](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 800 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

633.

1047A

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

Quality: 21,286 global accepts · Rating: 800 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

634.

1152A

[Neko Finds Grapes](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[cuiaoxiang's solution](#)

635.

1154A

[Restoring Three Numbers](#) · [Tutorial](#)

Quality: 87,078 global accepts · Rating: 800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

636.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

637.

1144A

[Diverse Strings](#) · [Tutorial](#)

Quality: 22,028 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

638.

897A

[Scarborough Fair](#) · [Tutorial](#)

Quality: 15,095 global accepts · Rating: 800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

639.

899A

[Splitting in Teams](#) · [Tutorial](#)

Quality: 11,098 global accepts · Rating: 800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

640.

851A

[Arpa and a research in Mexican wave](#) · [Tutorial](#)

Quality: 10,311 global accepts · Rating: 800 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

641.

1130A

[Be Positive](#) · [Tutorial](#)

Quality: 12,232 global accepts · Rating: 800 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

642.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

643.

898A

[Rounding](#) · [Tutorial](#)

Quality: 17,581 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

644.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

645.

1006A

[Adjacent Replacements](#) · [Tutorial](#)

Quality: 22,874 global accepts · Rating: 800 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

646.

1077A

[Frog Jumping](#) · [Tutorial](#)

Quality: 32,253 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

647.

1092B

[Teams Forming](#) · [Tutorial](#)

Quality: 29,214 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuiaxiang's solution](#)

648.

1092A

[Uniform String](#) · [Tutorial](#)

Quality: 17,275 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

649.

1102A

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

Quality: 26,617 global accepts · Rating: 800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

650.

1118A

[Water Buying](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

651.

1114A

[Got Any Grapes?](#) · [Tutorial](#)

Quality: 19,755 global accepts · Rating: 800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaxiang's solution](#)

652.

1097A

[Gennady and a Card Game](#) · [Tutorial](#)

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

653.

1108A

[Two distinct points](#) · [Tutorial](#)

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

654.

1099A

[Snowball](#) · [Tutorial](#)

Quality: 13,348 global accepts · Rating: 800 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

655.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

656.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

657.

1080A

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

Quality: 19,176 global accepts · Rating: 800 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

658.

1043A

[Elections](#) · [Tutorial](#)

Quality: 11,280 global accepts · Rating: 800 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

659.

1054A

[Elevator or Stairs?](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 800 · first AC: 2018-10-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

660.

1030A

[In Search of an Easy Problem](#) · [Tutorial](#)

Quality: 171,502 global accepts · Rating: 800 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

661.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

662.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

663.

1017A

[The Rank](#) · [Tutorial](#)

Quality: 21,586 global accepts · Rating: 800 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

664.

1015A

[Points in Segments](#) · [Tutorial](#)

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

665.

1005A

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

Quality: 27,513 global accepts · Rating: 800 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

666.

1003A

[Polycarp's Pockets](#) · [Tutorial](#)

Quality: 29,986 global accepts · Rating: 800 · first AC: 2018-07-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

667.

999A

[Mishka and Contest](#) · [Tutorial](#)

Quality: 25,329 global accepts · Rating: 800 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuaoxiang's solution](#)

668.

988A

[Diverse Team](#) · [Tutorial](#)

Quality: 28,505 global accepts · Rating: 800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuaoxiang's solution](#)

669.

978B

[File Name](#) · [Tutorial](#)

Quality: 40,914 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cuaoxiang's solution](#)

670.

978A

[Remove Duplicates](#) · [Tutorial](#)

Quality: 30,740 global accepts · Rating: 800 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuaoxiang's solution](#)

671.

859A

[Declined Finalists](#) · [Tutorial](#)

Quality: 8,619 global accepts · Rating: 800 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuaoxiang's solution](#)

672.

977A

[Wrong Subtraction](#) · [Tutorial](#)

Quality: 217,539 global accepts · Rating: 800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuaoxiang's solution](#)

673.

976A

[Minimum Binary Number](#) · [Tutorial](#)

Quality: 10,975 global accepts · Rating: 800 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuaoxiang's solution](#)

674.

954A

[Diagonal Walking](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 800 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuaoxiang's solution](#)

675.

939A

[Love Triangle](#) · [Tutorial](#)

Quality: 29,711 global accepts · Rating: 800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cuaoxiang's solution](#)

676.

935A

[Fafa and his Company](#) · [Tutorial](#)

Quality: 47,238 global accepts · Rating: 800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuaoxiang's solution](#)

677.

938A

[Word Correction](#) · [Tutorial](#)

Quality: 12,043 global accepts · Rating: 800 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuaoxiang's solution](#)

678.

932A

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

Quality: 10,892 global accepts · Rating: 800 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

679.

919A

[Supermarket](#) · [Tutorial](#)

Quality: 16,957 global accepts · Rating: 800 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaxiang's solution](#)

680.

910A

[The Way to Home](#) · [Tutorial](#)

Quality: 13,997 global accepts · Rating: 800 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation

[cuiaxiang's solution](#)

681.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

682.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,842 global accepts · Rating: 800 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

683.

900A

[Find Extra One](#) · [Tutorial](#)

Quality: 14,955 global accepts · Rating: 800 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation

[cuiaxiang's solution](#)

684.

854A

[Fraction](#) · [Tutorial](#)

Quality: 14,535 global accepts · Rating: 800 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

685.

894A

[QAO](#) · [Tutorial](#)

Quality: 39,384 global accepts · Rating: 800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[cuiaxiang's solution](#)

686.

888A

[Local Extrema](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

687.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

688.

884A

[Book Reading](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 800 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

689.

791A

[Bear and Big Brother](#) · [Tutorial](#)

Quality: 257,308 global accepts · Rating: 800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

690.

710A

[King Moves](#) · [Tutorial](#)

Quality: 14,786 global accepts · Rating: 800 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

691.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

692.

855A

[Tom Riddle's Diary](#) · [Tutorial](#)

Quality: 27,352 global accepts · Rating: 800 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaoxiang's solution](#)

693.

735A

[Ostap and Grasshopper](#) · [Tutorial](#)

Quality: 13,141 global accepts · Rating: 800 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

694.

837A

[Text Volume](#) · [Tutorial](#)

Quality: 10,091 global accepts · Rating: 800 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

695.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

696.

822A

[I'm bored with life](#) · [Tutorial](#)

Quality: 36,814 global accepts · Rating: 800 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cuiaoxiang's solution](#)

697.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

698.

712A

[Memory and Crow](#) · [Tutorial](#)

Quality: 12,587 global accepts · Rating: 800 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

699.

711A

[Bus to Udayland](#) · [Tutorial](#)

Quality: 30,978 global accepts · Rating: 800 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

700.

802G1

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

Quality: 8,148 global accepts · Rating: 800 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

701.

811A

[Vladik and Courtesy](#) · [Tutorial](#)

Quality: 12,371 global accepts · Rating: 800 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

702.

721A

[One-dimensional Japanese Crossword](#) · [Tutorial](#)

Quality: 19,353 global accepts · Rating: 800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

703.

794A

[Bank Robbery](#) · [Tutorial](#)

Quality: 7,777 global accepts · Rating: 800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

704.

760A

[Petr and a calendar](#) · [Tutorial](#)

Quality: 8,645 global accepts · Rating: 800 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

705.

769A

[Year of University Entrance](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 800 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation, sortings

[cuiaoxiang's solution](#)

706.

750A

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

Quality: 92,567 global accepts · Rating: 800 · first AC: 2017-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation, math

[cuiaoxiang's solution](#)

707.

796A

[Buying A House](#) · [Tutorial](#)

Quality: 13,816 global accepts · Rating: 800 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

708.

770A

[New Password](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 800 · first AC: 2017-03-27 · Java 8 (first AC) · Tags: *special, implementation

[cuiaoxiang's solution](#)

709.

785A

[Anton and Polyhedrons](#) · [Tutorial](#)

Quality: 110,978 global accepts · Rating: 800 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

710.

755A

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

Quality: 19,787 global accepts · Rating: 800 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: brute force, graphs, math, number theory

[cuiaoxiang's solution](#)

711.

749A

[Bachgold Problem](#) · [Tutorial](#)

Quality: 57,100 global accepts · Rating: 800 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory

[cuiaoxiang's solution](#)

712.

672A

[Summer Camp](#) · [Tutorial](#)

Quality: 16,679 global accepts · Rating: 800 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

713.

673A

[Bear and Game](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 800 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

714.

758A

[Holiday Of Equality](#) · [Tutorial](#)

Quality: 75,316 global accepts · Rating: 800 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

715.

747A

[Display Size](#) · [Tutorial](#)

Quality: 11,193 global accepts · Rating: 800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

716.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

717.

731A

[Night at the Museum](#) · [Tutorial](#)

Quality: 53,216 global accepts · Rating: 800 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

718.

723A

[The New Year: Meeting Friends](#) · [Tutorial](#)

Quality: 100,735 global accepts · Rating: 800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[cuiaoxiang's solution](#)

719.

630A

[Again Twenty Five!](#) · [Tutorial](#)

Quality: 93,540 global accepts · Rating: 800 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: number theory

[cuiaoxiang's solution](#)

720.

658A

[Bear and Reverse Radewoosh](#) · [Tutorial](#)

Quality: 7,697 global accepts · Rating: 800 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

721.

620A

[Professor GukiZ's Robot](#) · [Tutorial](#)

Quality: 14,348 global accepts · Rating: 800 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

722.

546A

[Soldier and Bananas](#) · [Tutorial](#)

Quality: 235,262 global accepts · Rating: 800 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

723.

513A

[Game](#) · [Tutorial](#)

Quality: 21,849 global accepts · Rating: 800 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

724.

510A

[Fox And Snake](#) · [Tutorial](#)

Quality: 105,953 global accepts · Rating: 800 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: implementation

[cuiaxiang's solution](#)

725.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: implementation

[cuiaxiang's solution](#)

726.

469A

[I Wanna Be the Guy](#) · [Tutorial](#)

Quality: 121,225 global accepts · Rating: 800 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

727.

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,914 global accepts · Rating: 800 · first AC: 2014-07-18 · GNU C++0x (first AC) · Tags: implementation

[cuiaxiang's solution](#)

728.

431A

[Black Square](#) · [Tutorial](#)

Quality: 65,961 global accepts · Rating: 800 · first AC: 2014-07-02 · GNU C++0x (first AC) · Tags: implementation

[cuiaxiang's solution](#)

729.

443A

[Anton and Letters](#) · [Tutorial](#)

Quality: 112,088 global accepts · Rating: 800 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

730.

426A

[Sereja and Mugs](#) · [Tutorial](#)

Quality: 9,956 global accepts · Rating: 800 · first AC: 2014-04-28 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

731.

344A

[Magnets](#) · [Tutorial](#)

Quality: 153,365 global accepts · Rating: 800 · first AC: 2013-09-15 · GNU C++0x (first AC) · Tags: implementation

[cuiaxiang's solution](#)

732.

291A

[Spyke Talks](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 800 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[cuiaxiang's solution](#)

733.

281A

[Word Capitalization](#) · [Tutorial](#)

Quality: 271,055 global accepts · Rating: 800 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

734.

236A

[Boy or Girl](#) · [Tutorial](#)

Quality: 279,112 global accepts · Rating: 800 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: brute force, implementation, strings
[cuiaoxiang's solution](#)

735.

233A

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

Quality: 49,155 global accepts · Rating: 800 · first AC: 2012-10-15 · GNU C++0x (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

736.

231A

[Team](#) · [Tutorial](#)

Quality: 430,367 global accepts · Rating: 800 · first AC: 2012-10-14 · GNU C++0x (first AC) · Tags: brute force, greedy
[cuiaoxiang's solution](#)

737.

228A

[Is your horseshoe on the other hoof?](#) · [Tutorial](#)

Quality: 139,841 global accepts · Rating: 800 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

738.

172A

[Phone Code](#) · [Tutorial](#)

Quality: 7,517 global accepts · Rating: 800 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: *special, brute force, implementation
[cuiaoxiang's solution](#)

739.

144A

[Arrival of the General](#) · [Tutorial](#)

Quality: 121,440 global accepts · Rating: 800 · first AC: 2012-01-30 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

740.

146A

[Lucky Ticket](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 800 · first AC: 2012-01-25 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

741.

119A

[Epic Game](#) · [Tutorial](#)

Quality: 29,583 global accepts · Rating: 800 · first AC: 2011-10-15 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

742.

112A

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

Quality: 287,318 global accepts · Rating: 800 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

743.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,436 global accepts · Rating: 800 · first AC: 2011-04-28 · GNU C++ (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

744.

71A

[Way Too Long Words](#) · [Tutorial](#)

Quality: 503,384 global accepts · Rating: 800 · first AC: 2011-03-30 · GNU C++ (first AC) · Tags: strings

[cuiaxiang's solution](#)

745.

59A

[Word](#) · [Tutorial](#)

Quality: 227,996 global accepts · Rating: 800 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

746.

38A

[Army](#) · [Tutorial](#)

Quality: 26,489 global accepts · Rating: 800 · first AC: 2011-03-02 · Java 6 (first AC) · Tags: implementation

[cuiaxiang's solution](#)

747.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,089 global accepts · Rating: 800 · first AC: 2011-02-27 · Java 6 (first AC) · Tags: brute force

[cuiaxiang's solution](#)

748.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 800 · first AC: 2010-05-22 · last AC: 2011-02-06 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

749.

12A

[Super Agent](#) · [Tutorial](#)

Quality: 15,430 global accepts · Rating: 800 · first AC: 2010-05-01 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

750.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,690 global accepts · Rating: 800 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: math, probabilities

[cuiaxiang's solution](#)

751.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 688,042 global accepts · Rating: 800 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

752.

2200C

[Specialty String](#) · [Tutorial](#)

Quality: 21,741 global accepts · Rating: 900 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, strings

[cuiaxiang's solution](#)

753.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,869 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

754.

2185C

[Shifted MEX](#) · [Tutorial](#)

Quality: 28,999 global accepts · Rating: 900 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

755.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,060 global accepts · Rating: 900 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

756.

2171B

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

Quality: 27,111 global accepts · Rating: 900 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaoxiang's solution](#)

757.

2149C

[MEX rose](#) · [Tutorial](#)

Quality: 28,150 global accepts · Rating: 900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

758.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,477 global accepts · Rating: 900 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

759.

2114B

[Not Quite a Palindromic String](#) · [Tutorial](#)

Quality: 30,504 global accepts · Rating: 900 · first AC: 2025-05-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

760.

2110B

[Down with Brackets](#) · [Tutorial](#)

Quality: 27,345 global accepts · Rating: 900 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[cuiaoxiang's solution](#)

761.

2094C

[Brr Brr Patapim](#) · [Tutorial](#)

Quality: 30,495 global accepts · Rating: 900 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaoxiang's solution](#)

762.

2093B

[Expensive Number](#) · [Tutorial](#)

Quality: 30,835 global accepts · Rating: 900 · first AC: 2025-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

763.

2085A

[Serval and String Theory](#) · [Tutorial](#)

Quality: 23,549 global accepts · Rating: 900 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation

[cuiaoxiang's solution](#)

764.

2072B

[Having Been a Treasurer in the Past, I Help Goblins Deceive](#) · [Tutorial](#)

Quality: 30,937 global accepts · Rating: 900 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, strings

[cuiaoxiang's solution](#)

765.

2060C

[Game of Mathletes](#) · [Tutorial](#)

Quality: 32,078 global accepts · Rating: 900 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings, two pointers

[cuiaoxiang's solution](#)

766.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

767.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math
[cuiaoxiang's solution](#)

768.

2033B

[Sakurako and Water](#) · [Tutorial](#)

Quality: 28,847 global accepts · Rating: 900 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[cuiaoxiang's solution](#)

769.

2005A

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

Quality: 26,248 global accepts · Rating: 900 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

770.

1988B

[Make Majority](#) · [Tutorial](#)

Quality: 26,453 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

771.

1988A

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

Quality: 26,997 global accepts · Rating: 900 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math
[cuiaoxiang's solution](#)

772.

1992C

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

Quality: 33,273 global accepts · Rating: 900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

773.

1985D

[Manhattan Circle](#) · [Tutorial](#)

Quality: 41,410 global accepts · Rating: 900 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

774.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,546 global accepts · Rating: 900 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[cuiaoxiang's solution](#)

775.

1971C

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

Quality: 41,582 global accepts · Rating: 900 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

776.

1951A

[Dual Trigger](#) · [Tutorial](#)

Quality: 22,574 global accepts · Rating: 900 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

777.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,630 global accepts · Rating: 900 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

778.

1945B

[Fireworks](#) · [Tutorial](#)

Quality: 26,209 global accepts · Rating: 900 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

779.

1941C

[Rudolf and the Ugly String](#) · [Tutorial](#)

Quality: 39,197 global accepts · Rating: 900 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[cuiaoxiang's solution](#)

780.

1883B

[Chemistry](#) · [Tutorial](#)

Quality: 59,713 global accepts · Rating: 900 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: strings
[cuiaoxiang's solution](#)

781.

1921C

[Sending Messages](#) · [Tutorial](#)

Quality: 32,605 global accepts · Rating: 900 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

782.

1927B

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

Quality: 38,140 global accepts · Rating: 900 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[cuiaoxiang's solution](#)

783.

1918B

[Minimize Inversions](#) · [Tutorial](#)

Quality: 27,026 global accepts · Rating: 900 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[cuiaoxiang's solution](#)

784.

412B

[Network Configuration](#) · [Tutorial](#)

Quality: 6,357 global accepts · Rating: 900 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

785.

412A

[Poster](#) · [Tutorial](#)

Quality: 4,965 global accepts · Rating: 900 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

786.

369A

[Valera and Plates](#) · [Tutorial](#)

Quality: 12,220 global accepts · Rating: 900 · first AC: 2013-12-07 · last AC: 2024-01-05 · GNU C++ (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

787.

1915D

[Unnatural Language Processing](#) · [Tutorial](#)

Quality: 35,086 global accepts · Rating: 900 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[cuiaoxiang's solution](#)

788.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,402 global accepts · Rating: 900 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

789.

1900B

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

Quality: 20,475 global accepts · Rating: 900 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[cuiaoxiang's solution](#)

790.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings, two pointers
[cuiaoxiang's solution](#)

791.

1881B

[Three Threadlets](#) · [Tutorial](#)

Quality: 28,714 global accepts · Rating: 900 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math
[cuiaoxiang's solution](#)

792.

1878C

[Vasilije in Cacak](#) · [Tutorial](#)

Quality: 57,671 global accepts · Rating: 900 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: math
[cuiaoxiang's solution](#)

793.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,079 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

794.

1872B

[The Corridor or There and Back Again](#) · [Tutorial](#)

Quality: 30,502 global accepts · Rating: 900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

795.

1860A

[Not a Substring](#) · [Tutorial](#)

Quality: 23,576 global accepts · Rating: 900 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
[cuiaoxiang's solution](#)

796.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

797.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,838 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[cuiaoxiang's solution](#)

798.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: games, math

[cuiaoxiang's solution](#)

799.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,707 global accepts · Rating: 900 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[cuiaoxiang's solution](#)

800.

1837B

[Comparison String](#) · [Tutorial](#)

Quality: 50,121 global accepts · Rating: 900 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

801.

1833B

[Restore the Weather](#) · [Tutorial](#)

Quality: 29,623 global accepts · Rating: 900 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

802.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[cuiaoxiang's solution](#)

803.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,615 global accepts · Rating: 900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

804.

1807D

[Odd Queries](#) · [Tutorial](#)

Quality: 56,785 global accepts · Rating: 900 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

805.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,742 global accepts · Rating: 900 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

806.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,892 global accepts · Rating: 900 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

807.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy

[cuiaoxiang's solution](#)

808.

1777B

[Emordnilap](#) · [Tutorial](#)

Quality: 19,196 global accepts · Rating: 900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[cuiaoxiang's solution](#)

809.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

810.

1779B

[MKnez's ConstructiveForces Task](#) · [Tutorial](#)

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

811.

1771A

[Hossam and Combinatorics](#) · [Tutorial](#)

Quality: 25,303 global accepts · Rating: 900 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings
[cuiaxiang's solution](#)

812.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,932 global accepts · Rating: 900 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

813.

1758B

[XOR = Average](#) · [Tutorial](#)

Quality: 23,894 global accepts · Rating: 900 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

814.

1732B

[Ugu](#) · [Tutorial](#)

Quality: 17,266 global accepts · Rating: 900 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[cuiaxiang's solution](#)

815.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,583 global accepts · Rating: 900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

816.

1742C

[Stripes](#) · [Tutorial](#)

Quality: 40,095 global accepts · Rating: 900 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

817.

1737A

[Ela Sorting Books](#) · [Tutorial](#)

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[cuiaxiang's solution](#)

818.

1735B

[Tea with Tangerines](#) · [Tutorial](#)

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1057A

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845.

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846.

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852.

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861.

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862.

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863.

496A

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16B

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276A

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1475A

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869.

263B

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870.

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871.

567A

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872.

580A

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873.

1468N

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874.

1462C

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875.

460A

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876.

598A

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877.

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545A

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879.

1436B

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1433C

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1430A

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882.

1427A

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474A

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886.

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887.

670A

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706A

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889.

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989A

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616A

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892.

621A

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893.

793A

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894.

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896.

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899.

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900.

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1313A

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903.

313A

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1283B

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906.

591A

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1282A

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913.

1238A

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914.

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915.

1213A

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916.

1187A

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917.

1183B

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918.

1163A

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919.

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920.

1144B

[Parity Alternated Deletions](#) · [Tutorial](#)

Quality: 18,338 global accepts · Rating: 900 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

921.

1138A

[Sushi for Two](#) · [Tutorial](#)

Quality: 22,079 global accepts · Rating: 900 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[cuiaxiang's solution](#)

922.

1141B

[Maximal Continuous Rest](#) · [Tutorial](#)

Quality: 23,081 global accepts · Rating: 900 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

923.

1004A

[Sonya and Hotels](#) · [Tutorial](#)

Quality: 11,858 global accepts · Rating: 900 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

924.

1132B

[Discounts](#) · [Tutorial](#)

Quality: 14,009 global accepts · Rating: 900 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

925.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

926.

1106C

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

Quality: 15,916 global accepts · Rating: 900 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[cuiaxiang's solution](#)

927.

1110A

[Parity](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 900 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

928.

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cuiaxiang's solution](#)

929.

1080B

[Margarite and the best present](#) · [Tutorial](#)

Quality: 12,643 global accepts · Rating: 900 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

930.

991B

[Getting an A](#) · [Tutorial](#)

Quality: 13,733 global accepts · Rating: 900 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

931.

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

932.

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

933.

1005B

[Delete from the Left](#) · [Tutorial](#)

Quality: 27,389 global accepts · Rating: 900 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

934.

999B

[Reversing Encryption](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 900 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

935.

981A

[Antipalindrome](#) · [Tutorial](#)

Quality: 10,330 global accepts · Rating: 900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

936.

980A

[Links and Pearls](#) · [Tutorial](#)

Quality: 10,952 global accepts · Rating: 900 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

937.

977B

[Two-gram](#) · [Tutorial](#)

Quality: 49,797 global accepts · Rating: 900 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

938.

975A

[Aramic script](#) · [Tutorial](#)

Quality: 10,277 global accepts · Rating: 900 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

939.

961A

[Tetris](#) · [Tutorial](#)

Quality: 10,854 global accepts · Rating: 900 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

940.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

941.

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

942.

916A

[Jamie and Alarm Snooze](#) · [Tutorial](#)

Quality: 9,556 global accepts · Rating: 900 · first AC: 2018-01-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

943.

915A

[Garden](#) · [Tutorial](#)

Quality: 16,021 global accepts · Rating: 900 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

944.

903A

[Hungry Student Problem](#) · [Tutorial](#)

Quality: 15,517 global accepts · Rating: 900 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

945.

893A

[Chess For Three](#) · [Tutorial](#)

Quality: 11,055 global accepts · Rating: 900 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

946.

863A

[Quasi-palindrome](#) · [Tutorial](#)

Quality: 10,932 global accepts · Rating: 900 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

947.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,788 global accepts · Rating: 900 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

948.

868A

[Bark to Unlock](#) · [Tutorial](#)

Quality: 9,955 global accepts · Rating: 900 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuiaxiang's solution](#)

949.

814A

[An abandoned sentiment from past](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 900 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings
[cuiaxiang's solution](#)

950.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

951.

747B

[Mammoth's Genome Decoding](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 900 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

952.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaoxiang's solution](#)

953.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,845 global accepts · Rating: 900 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cuiaoxiang's solution](#)

954.

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

955.

745A

[Hongcow Learns the Cyclic Shift](#) · [Tutorial](#)

Quality: 10,988 global accepts · Rating: 900 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

956.

653A

[Bear and Three Balls](#) · [Tutorial](#)

Quality: 9,182 global accepts · Rating: 900 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings

[cuiaoxiang's solution](#)

957.

556A

[Case of the Zeros and Ones](#) · [Tutorial](#)

Quality: 46,398 global accepts · Rating: 900 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

958.

549A

[Face Detection](#) · [Tutorial](#)

Quality: 10,157 global accepts · Rating: 900 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

959.

519A

[A and B and Chess](#) · [Tutorial](#)

Quality: 20,131 global accepts · Rating: 900 · first AC: 2015-03-06 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

960.

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,704 global accepts · Rating: 900 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

961.

439A

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

Quality: 26,623 global accepts · Rating: 900 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

962.

415A

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

Quality: 9,591 global accepts · Rating: 900 · first AC: 2014-04-12 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

963.

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,925 global accepts · Rating: 900 · first AC: 2013-08-20 · GNU C++0x (first AC) · Tags: greedy

[cuiaxiang's solution](#)

964.

318A

[Even Odds](#) · [Tutorial](#)

Quality: 143,137 global accepts · Rating: 900 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: math

[cuiaxiang's solution](#)

965.

194A

[Exams](#) · [Tutorial](#)

Quality: 10,915 global accepts · Rating: 900 · first AC: 2012-11-12 · GNU C++0x (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

966.

160A

[Twins](#) · [Tutorial](#)

Quality: 143,760 global accepts · Rating: 900 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

967.

152A

[Marks](#) · [Tutorial](#)

Quality: 18,619 global accepts · Rating: 900 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

968.

149A

[Business trip](#) · [Tutorial](#)

Quality: 45,992 global accepts · Rating: 900 · first AC: 2012-02-11 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

969.

127A

[Wasted Time](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 900 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: geometry

[cuiaxiang's solution](#)

970.

130A

[Hexagonal numbers](#) · [Tutorial](#)

Quality: 1,936 global accepts · Rating: 900 · first AC: 2011-11-22 · Befunge (first AC) · Tags: *special, implementation

[cuiaxiang's solution](#)

971.

115A

[Party](#) · [Tutorial](#)

Quality: 43,367 global accepts · Rating: 900 · first AC: 2011-09-16 · GNU C++ (first AC) · Tags: dfs and similar, graphs, trees

[cuiaxiang's solution](#)

972.

63A

[Sinking Ship](#) · [Tutorial](#)

Quality: 13,427 global accepts · Rating: 900 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: implementation, sortings, strings

[cuiaxiang's solution](#)

973.

48A

[Rock-paper-scissors](#) · [Tutorial](#)

Quality: 7,292 global accepts · Rating: 900 · first AC: 2011-02-08 · Python 2 (first AC) · Tags: implementation, schedules

[cuiaxiang's solution](#)

974.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,783 global accepts · Rating: 900 · first AC: 2010-08-22 · GNU C++ (first AC) · Tags: number theory

[cuiaxiang's solution](#)

975.

11A

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

Quality: 15,496 global accepts · Rating: 900 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, math

[cuiaxiang's solution](#)

976.

10A

[Power Consumption Calculation](#) · [Tutorial](#)

Quality: 8,347 global accepts · Rating: 900 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

977.

6A

[Triangle](#) · [Tutorial](#)

Quality: 22,850 global accepts · Rating: 900 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: brute force, geometry

[cuiaxiang's solution](#)

978.

2193C

[Replace and Sum](#) · [Tutorial](#)

Quality: 28,732 global accepts · Rating: 1000 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

979.

2176B

[Optimal Shifts](#) · [Tutorial](#)

Quality: 22,911 global accepts · Rating: 1000 · first AC: 2025-12-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, strings

[cuiaxiang's solution](#)

980.

2167D

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

Quality: 30,218 global accepts · Rating: 1000 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math, number theory

[cuiaxiang's solution](#)

981.

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,915 global accepts · Rating: 1000 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms

[cuiaxiang's solution](#)

982.

2144B

[Maximum Cost Permutation](#) · [Tutorial](#)

Quality: 18,474 global accepts · Rating: 1000 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

983.

2143B

[Discounts](#) · [Tutorial](#)

Quality: 20,920 global accepts · Rating: 1000 · first AC: 2025-09-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[cuiaxiang's solution](#)

984.

2104B

[Move to the End](#) · [Tutorial](#)

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

[cuiaxiang's solution](#)

985.

2093C

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

Quality: 30,851 global accepts · Rating: 1000 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

986.

2092B

[Lady Bug](#) · [Tutorial](#)

Quality: 24,823 global accepts · Rating: 1000 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cuiaxiang's solution](#)

987.

2091C

[Combination Lock](#) · [Tutorial](#)

Quality: 28,845 global accepts · Rating: 1000 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

988.

2060B

[Farmer John's Card Game](#) · [Tutorial](#)

Quality: 28,595 global accepts · Rating: 1000 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

989.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,107 global accepts · Rating: 1000 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

990.

2037C

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

Quality: 25,533 global accepts · Rating: 1000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cuiaxiang's solution](#)

991.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,751 global accepts · Rating: 1000 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

992.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

993.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,429 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[cuiaxiang's solution](#)

994.

1999B

[Card Game](#) · [Tutorial](#)

Quality: 41,750 global accepts · Rating: 1000 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation

[cuiaxiang's solution](#)

995.

1986B

[Matrix Stabilization](#) · [Tutorial](#)

Quality: 30,134 global accepts · Rating: 1000 · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[cuiaxiang's solution](#)

996.

1985C

[Good Prefixes](#) · [Tutorial](#)

Quality: 40,115 global accepts · Rating: 1000 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

997.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,436 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[cuiaxiang's solution](#)

998.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,265 global accepts · Rating: 1000 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[cuiaxiang's solution](#)

999.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1000.

1955B

[Progressive Square](#) · [Tutorial](#)

Quality: 32,266 global accepts · Rating: 1000 · first AC: 2024-04-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, implementation, sortings

[cuiaxiang's solution](#)

1001.

1941B

[Rudolf and 121](#) · [Tutorial](#)

Quality: 34,756 global accepts · Rating: 1000 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[cuiaxiang's solution](#)

1002.

1883C

[Raspberries](#) · [Tutorial](#)

Quality: 50,202 global accepts · Rating: 1000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

1003.

1931C

[Make Equal Again](#) · [Tutorial](#)

Quality: 33,890 global accepts · Rating: 1000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

1004.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,570 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

1005.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,915 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

1006.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,280 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: strings

[cuiaoxiang's solution](#)

1007.

1907B

[YetnotherrokenKeoard](#) · [Tutorial](#)

Quality: 30,385 global accepts · Rating: 1000 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, strings

[cuiaoxiang's solution](#)

1008.

1876A

[Helmets in Night Light](#) · [Tutorial](#)

Quality: 34,936 global accepts · Rating: 1000 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

1009.

1859B

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

Quality: 43,921 global accepts · Rating: 1000 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cuiaoxiang's solution](#)

1010.

1861B

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

Quality: 24,007 global accepts · Rating: 1000 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cuiaoxiang's solution](#)

1011.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cuiaoxiang's solution](#)

1012.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,390 global accepts · Rating: 1000 · first AC: 2023-07-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cuiaoxiang's solution](#)

1013.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,878 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

1014.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,289 global accepts · Rating: 1000 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, two pointers

[cuiaoxiang's solution](#)

1015.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

1016.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 1000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1017.

1840C

[Ski Resort](#) · [Tutorial](#)

Quality: 47,590 global accepts · Rating: 1000 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers
[cuiaoxiang's solution](#)

1018.

1837C

[Best Binary String](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 1000 · first AC: 2023-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

1019.

641A

[Little Artem and Grasshopper](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1000 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1020.

1829D

[Gold Rush](#) · [Tutorial](#)

Quality: 34,171 global accepts · Rating: 1000 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
[cuiaoxiang's solution](#)

1021.

1816B

[Grid Reconstruction](#) · [Tutorial](#)

Quality: 16,691 global accepts · Rating: 1000 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

1022.

1811B

[Conveyor Belts](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1023.

1798B

[Three Sevens](#) · [Tutorial](#)

Quality: 18,797 global accepts · Rating: 1000 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation
[cuiaoxiang's solution](#)

1024.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2023-03-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[cuiaoxiang's solution](#)

1025.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1026.

1800C1

[Powering the Hero \(easy version\)](#) · [Tutorial](#)

Quality: 26,987 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[cuiaxiang's solution](#)

1027.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,417 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[cuiaxiang's solution](#)

1028.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,315 global accepts · Rating: 1000 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cuiaxiang's solution](#)

1029.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1030.

1791D

[Distinct Split](#) · [Tutorial](#)

Quality: 49,280 global accepts · Rating: 1000 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings
[cuiaxiang's solution](#)

1031.

1790C

[Premutation](#) · [Tutorial](#)

Quality: 26,845 global accepts · Rating: 1000 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

1032.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[cuiaxiang's solution](#)

1033.

1772C

[Different Differences](#) · [Tutorial](#)

Quality: 26,144 global accepts · Rating: 1000 · first AC: 2022-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaxiang's solution](#)

1034.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1035.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,822 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cuiaxiang's solution](#)

1036.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,901 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1037.

1760D

[Challenging Valleys](#) · [Tutorial](#)

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers

[cuiaxiang's solution](#)

1038.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1039.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,542 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[cuiaxiang's solution](#)

1040.

1744C

[Traffic Light](#) · [Tutorial](#)

Quality: 44,111 global accepts · Rating: 1000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[cuiaxiang's solution](#)

1041.

1725B

[Basketball Together](#) · [Tutorial](#)

Quality: 28,290 global accepts · Rating: 1000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[cuiaxiang's solution](#)

1042.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,880 global accepts · Rating: 1000 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1043.

1715B

[Beautiful Array](#) · [Tutorial](#)

Quality: 33,617 global accepts · Rating: 1000 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1044.

1713B

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

Quality: 22,690 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[cuiaxiang's solution](#)

1045.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,930 global accepts · Rating: 1000 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[cuiaxiang's solution](#)

1046.

1702D

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

Quality: 25,937 global accepts · Rating: 1000 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1047.

1695B

[Circle Game](#) · [Tutorial](#)

Quality: 19,973 global accepts · Rating: 1000 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
[cuiaoxiang's solution](#)

1048.

1690D

[Black and White Stripe](#) · [Tutorial](#)

Quality: 47,058 global accepts · Rating: 1000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, two pointers
[cuiaoxiang's solution](#)

1049.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,323 global accepts · Rating: 1000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers
[cuiaoxiang's solution](#)

1050.

1676D

[X-Sum](#) · [Tutorial](#)

Quality: 29,312 global accepts · Rating: 1000 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[cuiaoxiang's solution](#)

1051.

1674C

[Infinite Replacement](#) · [Tutorial](#)

Quality: 26,357 global accepts · Rating: 1000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, strings
[cuiaoxiang's solution](#)

1052.

1671B

[Consecutive Points Segment](#) · [Tutorial](#)

Quality: 19,740 global accepts · Rating: 1000 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[cuiaoxiang's solution](#)

1053.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,971 global accepts · Rating: 1000 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cuiaoxiang's solution](#)

1054.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

1055.

1033A

[King Escape](#) · [Tutorial](#)

Quality: 16,059 global accepts · Rating: 1000 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation
[cuiaoxiang's solution](#)

1056.

1088B

[Ehab and subtraction](#) · [Tutorial](#)

Quality: 13,587 global accepts · Rating: 1000 · first AC: 2018-12-05 · last AC: 2022-02-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

1057.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuiaoxiang's solution](#)

1058.

1632B

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

Quality: 31,546 global accepts · Rating: 1000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[cuiaoxiang's solution](#)

1059.

1622B

[Berland Music](#) · [Tutorial](#)

Quality: 22,318 global accepts · Rating: 1000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings
[cuiaoxiang's solution](#)

1060.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,484 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[cuiaoxiang's solution](#)

1061.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[cuiaoxiang's solution](#)

1062.

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,275 global accepts · Rating: 1000 · first AC: 2019-03-12 · last AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

1063.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,045 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[cuiaoxiang's solution](#)

1064.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuiaoxiang's solution](#)

1065.

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

1066.

336A

[Vasily the Bear and Triangle](#) · [Tutorial](#)

Quality: 10,682 global accepts · Rating: 1000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1067.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1068.

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,866 global accepts · Rating: 1000 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1069.

1607C

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

Quality: 26,837 global accepts · Rating: 1000 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings

[cuiaxiang's solution](#)

1070.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

1071.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,939 global accepts · Rating: 1000 · first AC: 2021-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1072.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,208 global accepts · Rating: 1000 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1073.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,040 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cuiaxiang's solution](#)

1074.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1000 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1075.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,947 global accepts · Rating: 1000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[cuiaxiang's solution](#)

1076.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[cuiaxiang's solution](#)

1077.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,556 global accepts · Rating: 1000 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1078.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,529 global accepts · Rating: 1000 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math

[cuiaxiang's solution](#)

1079.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,047 global accepts · Rating: 1000 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

1080.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,544 global accepts · Rating: 1000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1081.

1515B

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

Quality: 27,071 global accepts · Rating: 1000 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math, number theory

[cuiaxiang's solution](#)

1082.

137B

[Permutation](#) · [Tutorial](#)

Quality: 15,041 global accepts · Rating: 1000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1083.

577A

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

Quality: 45,289 global accepts · Rating: 1000 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory

[cuiaxiang's solution](#)

1084.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,643 global accepts · Rating: 1000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

1085.

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,845 global accepts · Rating: 1000 · first AC: 2014-12-30 · last AC: 2021-03-22 · GNU C++0x (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1086.

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,720 global accepts · Rating: 1000 · first AC: 2014-12-30 · last AC: 2021-03-22 · GNU C++0x (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1087.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cuiaxiang's solution](#)

1088.

1490B

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

Quality: 27,901 global accepts · Rating: 1000 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

1089.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[cuiaxiang's solution](#)

1090.

143A

[Help Vasilisa the Wise 2](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1000 · first AC: 2021-02-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

1091.

371A

[K-Periodic Array](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

1092.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,891 global accepts · Rating: 1000 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1093.

219A

[k-String](#) · [Tutorial](#)

Quality: 32,332 global accepts · Rating: 1000 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1094.

272A

[Dima and Friends](#) · [Tutorial](#)

Quality: 27,680 global accepts · Rating: 1000 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

1095.

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[cuiaxiang's solution](#)

1096.

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[cuiaxiang's solution](#)

1097.

195A

[Let's Watch Football](#) · [Tutorial](#)

Quality: 10,131 global accepts · Rating: 1000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math

[cuiaxiang's solution](#)

1098.

359A

[Table](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1099.

1469B

[Red and Blue](#) · [Tutorial](#)

Quality: 31,063 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaoxiang's solution](#)

1100.

1469A

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

Quality: 30,035 global accepts · Rating: 1000 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

1101.

268B

[Buttons](#) · [Tutorial](#)

Quality: 35,791 global accepts · Rating: 1000 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1102.

368A

[Sereja and Coat Rack](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1103.

339B

[Xenia and Ringroad](#) · [Tutorial](#)

Quality: 81,389 global accepts · Rating: 1000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1104.

476A

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

Quality: 51,624 global accepts · Rating: 1000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1105.

404A

[Valera and X](#) · [Tutorial](#)

Quality: 26,208 global accepts · Rating: 1000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1106.

507A

[Amr and Music](#) · [Tutorial](#)

Quality: 21,745 global accepts · Rating: 1000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

1107.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[cuiaoxiang's solution](#)

1108.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,078 global accepts · Rating: 1000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cuiaoxiang's solution](#)

1109.

1430C

[Numbers on Whiteboard](#) · [Tutorial](#)

Quality: 28,238 global accepts · Rating: 1000 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[cuiaxiang's solution](#)

1110.

441A

[Valera and Antique Items](#) · [Tutorial](#)

Quality: 19,293 global accepts · Rating: 1000 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1111.

584A

[Olesya and Rodion](#) · [Tutorial](#)

Quality: 52,619 global accepts · Rating: 1000 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1112.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,388 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cuiaxiang's solution](#)

1113.

515A

[Drazil and Date](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1114.

610A

[Pasha and Stick](#) · [Tutorial](#)

Quality: 27,559 global accepts · Rating: 1000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

1115.

670B

[Game of Robots](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 1000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1116.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,865 global accepts · Rating: 1000 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1117.

1100A

[Roman and Browser](#) · [Tutorial](#)

Quality: 10,674 global accepts · Rating: 1000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1118.

616B

[Dinner with Emma](#) · [Tutorial](#)

Quality: 13,156 global accepts · Rating: 1000 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[cuiaxiang's solution](#)

1119.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaxiang's solution](#)

1120.

1182A

[Filling Shapes](#) · [Tutorial](#)

Quality: 35,581 global accepts · Rating: 1000 · first AC: 2019-06-13 · last AC: 2020-08-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

1121.

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,138 global accepts · Rating: 1000 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1122.

1155A

[Reverse a Substring](#) · [Tutorial](#)

Quality: 25,983 global accepts · Rating: 1000 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings, strings

[cuiaxiang's solution](#)

1123.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,482 global accepts · Rating: 1000 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

1124.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,822 global accepts · Rating: 1000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1125.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,949 global accepts · Rating: 1000 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cuiaxiang's solution](#)

1126.

1359B

[New Theatre Square](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers

[cuiaxiang's solution](#)

1127.

1359A

[Berland Poker](#) · [Tutorial](#)

Quality: 31,728 global accepts · Rating: 1000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

1128.

1353C

[Board Moves](#) · [Tutorial](#)

Quality: 38,849 global accepts · Rating: 1000 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1129.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,423 global accepts · Rating: 1000 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1130.

1054B

[Appending Mex](#) · [Tutorial](#)

Quality: 7,070 global accepts · Rating: 1000 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1131.

1312B

[Bogosort](#) · [Tutorial](#)

Quality: 39,062 global accepts · Rating: 1000 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings

[cuiaxiang's solution](#)

1132.

118B

[Present from Lena](#) · [Tutorial](#)

Quality: 34,586 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

1133.

118A

[String Task](#) · [Tutorial](#)

Quality: 231,476 global accepts · Rating: 1000 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1134.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[cuiaxiang's solution](#)

1135.

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1136.

1265A

[Beautiful String](#) · [Tutorial](#)

Quality: 15,952 global accepts · Rating: 1000 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1137.

1278A

[Shuffle Hashing](#) · [Tutorial](#)

Quality: 18,293 global accepts · Rating: 1000 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

1138.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,583 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1139.

1266A

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

Quality: 17,515 global accepts · Rating: 1000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math

[cuiaxiang's solution](#)

1140.

1165B

[Polycarp Training](#) · [Tutorial](#)

Quality: 24,292 global accepts · Rating: 1000 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

1141.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1142.

1253A

[Single Push](#) · [Tutorial](#)

Quality: 19,435 global accepts · Rating: 1000 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1143.

1256A

[Payment Without Change](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 1000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

1144.

1153A

[Serval and Bus](#) · [Tutorial](#)

Quality: 12,106 global accepts · Rating: 1000 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

1145.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

1146.

1249B1

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

Quality: 22,293 global accepts · Rating: 1000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dsu, math

[cuiaoxiang's solution](#)

1147.

990A

[Commentary Boxes](#) · [Tutorial](#)

Quality: 11,210 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1148.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

1149.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,769 global accepts · Rating: 1000 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1150.

1181A

[Chunga-Changa](#) · [Tutorial](#)

Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

1151.

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[cuiaoxiang's solution](#)

1152.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,185 global accepts · Rating: 1000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaoxiang's solution](#)

1153.

1203A

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

Quality: 17,679 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1154.

1174A

[Ehab Fails to Be Thanos](#) · [Tutorial](#)

Quality: 19,213 global accepts · Rating: 1000 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cuiaxiang's solution](#)

1155.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,960 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, math

[cuiaxiang's solution](#)

1156.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1157.

1139B

[Chocolates](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1000 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1158.

1151A

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

Quality: 11,859 global accepts · Rating: 1000 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings

[cuiaxiang's solution](#)

1159.

1101A

[Minimum Integer](#) · [Tutorial](#)

Quality: 18,815 global accepts · Rating: 1000 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1160.

1144C

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

Quality: 16,365 global accepts · Rating: 1000 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[cuiaxiang's solution](#)

1161.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1162.

1141A

[Game 23](#) · [Tutorial](#)

Quality: 39,485 global accepts · Rating: 1000 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

1163.

1059A

[Cashier](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1000 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1164.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1165.

847M

[Weather Tomorrow](#) · [Tutorial](#)

Quality: 6,809 global accepts · Rating: 1000 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

1166.

1077B

[Disturbed People](#) · [Tutorial](#)

Quality: 20,437 global accepts · Rating: 1000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1167.

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[cuiaxiang's solution](#)

1168.

1111A

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

Quality: 18,097 global accepts · Rating: 1000 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaxiang's solution](#)

1169.

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

1170.

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

1171.

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2018-10-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaxiang's solution](#)

1172.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[cuiaxiang's solution](#)

1173.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

1174.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

1175.

998A

[Balloons](#) · [Tutorial](#)

Quality: 10,110 global accepts · Rating: 1000 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

1176.

991A

[If at first you don't succeed...](#) · [Tutorial](#)

Quality: 11,232 global accepts · Rating: 1000 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1177.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1178.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1179.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1180.

981B

[Businessmen Problems](#) · [Tutorial](#)

Quality: 8,046 global accepts · Rating: 1000 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuiaxiang's solution](#)

1181.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1182.

978C

[Letters](#) · [Tutorial](#)

Quality: 29,827 global accepts · Rating: 1000 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[cuiaxiang's solution](#)

1183.

859B

[Lazy Security Guard](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1000 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[cuiaxiang's solution](#)

1184.

958B1

[Maximum Control \(easy\)](#) · [Tutorial](#)

Quality: 3,933 global accepts · Rating: 1000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1185.

939B

[Hamster Farm](#) · [Tutorial](#)

Quality: 11,273 global accepts · Rating: 1000 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1186.

893B

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

Quality: 12,665 global accepts · Rating: 1000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1187.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,724 global accepts · Rating: 1000 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1188.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1189.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1190.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2017-09-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

1191.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1192.

822B

[Crossword solving](#) · [Tutorial](#)

Quality: 10,200 global accepts · Rating: 1000 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

1193.

816A

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

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1194.

699A

[Launch of Collider](#) · [Tutorial](#)

Quality: 18,862 global accepts · Rating: 1000 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1195.

804A

[Find Amir](#) · [Tutorial](#)

Quality: 16,509 global accepts · Rating: 1000 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1196.

798A

[Mike and palindrome](#) · [Tutorial](#)

Quality: 23,854 global accepts · Rating: 1000 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[cuiaxiang's solution](#)

1197.

733A

[Grasshopper And the String](#) · [Tutorial](#)

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1198.

761A

[Dasha and Stairs](#) · [Tutorial](#)

Quality: 15,138 global accepts · Rating: 1000 · first AC: 2017-03-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

1199.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

[cuiaoxiang's solution](#)

1200.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[cuiaoxiang's solution](#)

1201.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,534 global accepts · Rating: 1000 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, strings

[cuiaoxiang's solution](#)

1202.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

1203.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,304 global accepts · Rating: 1000 · first AC: 2011-03-03 · last AC: 2017-02-11 · GNU C++ (first AC) · Tags: math

[cuiaoxiang's solution](#)

1204.

757A

[Gotta Catch Em' All!](#) · [Tutorial](#)

Quality: 11,821 global accepts · Rating: 1000 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1205.

637A

[Voting for Photos](#) · [Tutorial](#)

Quality: 5,838 global accepts · Rating: 1000 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, implementation

[cuiaoxiang's solution](#)

1206.

622A

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

Quality: 10,254 global accepts · Rating: 1000 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1207.

725A

[Jumping Ball](#) · [Tutorial](#)

Quality: 7,484 global accepts · Rating: 1000 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1208.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: dp, greedy
[cuiaxiang's solution](#)

1209.

727A

[Transformation: from A to B](#) · [Tutorial](#)

Quality: 18,027 global accepts · Rating: 1000 · first AC: 2016-10-17 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, math
[cuiaxiang's solution](#)

1210.

724A

[Checking the Calendar](#) · [Tutorial](#)

Quality: 7,556 global accepts · Rating: 1000 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1211.

659A

[Round House](#) · [Tutorial](#)

Quality: 16,833 global accepts · Rating: 1000 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

1212.

620B

[Grandfather Dovlet's calculator](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1000 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1213.

500A

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

Quality: 62,710 global accepts · Rating: 1000 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, implementation
[cuiaxiang's solution](#)

1214.

435A

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

Quality: 11,093 global accepts · Rating: 1000 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1215.

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,944 global accepts · Rating: 1000 · first AC: 2013-07-06 · GNU C++ (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1216.

250A

[Paper Work](#) · [Tutorial](#)

Quality: 4,805 global accepts · Rating: 1000 · first AC: 2012-12-05 · GNU C++0x (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1217.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2012-11-10 · GNU C++0x (first AC) · Tags: sortings
[cuiaxiang's solution](#)

1218.

237A

[Free Cash](#) · [Tutorial](#)

Quality: 29,524 global accepts · Rating: 1000 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1219.

230A

[Dragons](#) · [Tutorial](#)

Quality: 97,513 global accepts · Rating: 1000 · first AC: 2012-10-03 · GNU C++0x (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

1220.

178A2

[Educational Game](#) · [Tutorial](#)

Quality: 1,857 global accepts · Rating: 1000 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

1221.

178A1

[Educational Game](#) · [Tutorial](#)

Quality: 1,835 global accepts · Rating: 1000 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —
[cuiaoxiang's solution](#)

1222.

127B

[Canvas Frames](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1000 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1223.

131A

[cAPS LOCK](#) · [Tutorial](#)

Quality: 100,992 global accepts · Rating: 1000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1224.

108A

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

Quality: 10,346 global accepts · Rating: 1000 · first AC: 2011-09-01 · Java 6 (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1225.

102B

[Sum of Digits](#) · [Tutorial](#)

Quality: 31,944 global accepts · Rating: 1000 · first AC: 2011-08-11 · Java 6 (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1226.

74A

[Room Leader](#) · [Tutorial](#)

Quality: 5,872 global accepts · Rating: 1000 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1227.

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,727 global accepts · Rating: 1000 · first AC: 2011-04-16 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1228.

69A

[Young Physicist](#) · [Tutorial](#)

Quality: 202,411 global accepts · Rating: 1000 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1229.

56A

[Bar](#) · [Tutorial](#)

Quality: 9,642 global accepts · Rating: 1000 · first AC: 2011-01-25 · last AC: 2011-02-09 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1230.

58A

[Chat room](#) · [Tutorial](#)

Quality: 156,018 global accepts · Rating: 1000 · first AC: 2011-02-05 · last AC: 2011-02-06 · GNU C++ (first AC) · Tags: greedy, strings
[cuiaoxiang's solution](#)

1231.

37A

[Towers](#) · [Tutorial](#)

Quality: 27,692 global accepts · Rating: 1000 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: sortings
[cuiaoxiang's solution](#)

1232.

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,405 global accepts · Rating: 1000 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: brute force, math, number theory
[cuiaoxiang's solution](#)

1233.

14B

[Young Photographer](#) · [Tutorial](#)

Quality: 8,306 global accepts · Rating: 1000 · first AC: 2010-05-22 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1234.

13A

[Numbers](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1235.

5A

[Chat Servers Outgoing Traffic](#) · [Tutorial](#)

Quality: 11,128 global accepts · Rating: 1000 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1236.

3A

[Shortest path of the king](#) · [Tutorial](#)

Quality: 22,148 global accepts · Rating: 1000 · first AC: 2010-04-19 · last AC: 2010-04-19 · GNU C++ (first AC) · Tags: greedy, shortest paths
[cuiaoxiang's solution](#)

1237.

2211B

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

Quality: 11,650 global accepts · Rating: 1100 · first AC: 2026-04-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math
[cuiaoxiang's solution](#)

1238.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,542 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[cuiaoxiang's solution](#)

1239.

2185D

[OutOfMemoryError](#) · [Tutorial](#)

Quality: 20,694 global accepts · Rating: 1100 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, implementation, math, two pointers
[cuiaoxiang's solution](#)

1240.

2096B

[Wonderful Gloves](#) · [Tutorial](#)

Quality: 16,575 global accepts · Rating: 1100 · first AC: 2026-02-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

1241.

2126C

[I Will Definitely Make It](#) · [Tutorial](#)

Quality: 26,289 global accepts · Rating: 1100 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1242.

2193D

[Monster Game](#) · [Tutorial](#)

Quality: 21,580 global accepts · Rating: 1100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, sortings, two pointers

[cuiaxiang's solution](#)

1243.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,110 global accepts · Rating: 1100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1244.

2184C

[Huge Pile](#) · [Tutorial](#)

Quality: 21,864 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, math

[cuiaxiang's solution](#)

1245.

2184B

[Hourglass](#) · [Tutorial](#)

Quality: 24,115 global accepts · Rating: 1100 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaxiang's solution](#)

1246.

2183B

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

Quality: 16,180 global accepts · Rating: 1100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1247.

2179C

[Blackslex and Number Theory](#) · [Tutorial](#)

Quality: 22,307 global accepts · Rating: 1100 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math, number theory, sortings

[cuiaxiang's solution](#)

1248.

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,337 global accepts · Rating: 1100 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cuiaxiang's solution](#)

1249.

2146B

[Merging the Sets](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 1100 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1250.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,915 global accepts · Rating: 1100 · first AC: 2025-09-08 · last AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, math

[cuiaoxiang's solution](#)

1251.

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,630 global accepts · Rating: 1100 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

1252.

2027B

[Stalin Sort](#) · [Tutorial](#)

Quality: 17,710 global accepts · Rating: 1100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cuiaoxiang's solution](#)

1253.

2111C

[Equal Values](#) · [Tutorial](#)

Quality: 19,441 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, two pointers

[cuiaoxiang's solution](#)

1254.

2111B

[Fibonacci Cubes](#) · [Tutorial](#)

Quality: 17,885 global accepts · Rating: 1100 · first AC: 2025-06-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, implementation, math

[cuiaoxiang's solution](#)

1255.

2104C

[Card Game](#) · [Tutorial](#)

Quality: 17,389 global accepts · Rating: 1100 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, games, greedy, math

[cuiaoxiang's solution](#)

1256.

2103B

[Binary Typewriter](#) · [Tutorial](#)

Quality: 17,709 global accepts · Rating: 1100 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

1257.

2094D

[Tung Tung Sahur](#) · [Tutorial](#)

Quality: 23,869 global accepts · Rating: 1100 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings, two pointers

[cuiaoxiang's solution](#)

1258.

2086B

[Large Array and Segments](#) · [Tutorial](#)

Quality: 18,995 global accepts · Rating: 1100 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy

[cuiaoxiang's solution](#)

1259.

2074C

[XOR and Triangle](#) · [Tutorial](#)

Quality: 21,973 global accepts · Rating: 1100 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, geometry, greedy, probabilities

[cuiaoxiang's solution](#)

1260.

2064B

[Variety is Discouraged](#) · [Tutorial](#)

Quality: 20,121 global accepts · Rating: 1100 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, two pointers

[cuiaxiang's solution](#)

1261.

2065C1

[Skibidus and Fanum Tax \(easy version\)](#) · [Tutorial](#)

Quality: 27,763 global accepts · Rating: 1100 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[cuiaxiang's solution](#)

1262.

2063B

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

Quality: 23,197 global accepts · Rating: 1100 · first AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cuiaxiang's solution](#)

1263.

2061B

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

Quality: 14,693 global accepts · Rating: 1100 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, geometry

[cuiaxiang's solution](#)

1264.

2060D

[Subtract Min Sort](#) · [Tutorial](#)

Quality: 26,204 global accepts · Rating: 1100 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1265.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,824 global accepts · Rating: 1100 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[cuiaxiang's solution](#)

1266.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,736 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1267.

2044D

[Harder Problem](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1100 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1268.

2050B

[Transfusion](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1100 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

1269.

2036C

[Any and 1100](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1100 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1270.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

1271.

2030C

[A TRUE Battle](#) · [Tutorial](#)

Quality: 19,811 global accepts · Rating: 1100 · first AC: 2024-10-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy
[cuiaoxiang's solution](#)

1272.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,618 global accepts · Rating: 1100 · first AC: 2024-10-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

1273.

2014C

[Robin Hood in Town](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1100 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[cuiaoxiang's solution](#)

1274.

2009C

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

Quality: 33,015 global accepts · Rating: 1100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1275.

2008D

[Sakurako's Hobby](#) · [Tutorial](#)

Quality: 23,447 global accepts · Rating: 1100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: dp, dsu, graphs, math
[cuiaoxiang's solution](#)

1276.

1999D

[Slavic's Exam](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1100 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[cuiaoxiang's solution](#)

1277.

1994B

[Fun Game](#) · [Tutorial](#)

Quality: 19,491 global accepts · Rating: 1100 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

1278.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,082 global accepts · Rating: 1100 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

1279.

1971D

[Binary Cut](#) · [Tutorial](#)

Quality: 30,563 global accepts · Rating: 1100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, sortings, strings
[cuiaoxiang's solution](#)

1280.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[cuiaoxiang's solution](#)

1281.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,498 global accepts · Rating: 1100 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[cuiaoxiang's solution](#)

1282.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1100 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[cuiaoxiang's solution](#)

1283.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,275 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[cuiaoxiang's solution](#)

1284.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[cuiaoxiang's solution](#)

1285.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,882 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

1286.

1921D

[Very Different Array](#) · [Tutorial](#)

Quality: 24,280 global accepts · Rating: 1100 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[cuiaoxiang's solution](#)

1287.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,668 global accepts · Rating: 1100 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[cuiaoxiang's solution](#)

1288.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,124 global accepts · Rating: 1100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[cuiaoxiang's solution](#)

1289.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,367 global accepts · Rating: 1100 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[cuiaoxiang's solution](#)

1290.

1914C

[Quests](#) · [Tutorial](#)

Quality: 39,545 global accepts · Rating: 1100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

1291.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees

[cuiaxiang's solution](#)

1292.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,929 global accepts · Rating: 1100 · first AC: 2023-12-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[cuiaxiang's solution](#)

1293.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy

[cuiaxiang's solution](#)

1294.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,952 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1295.

1899C

[Yarik and Array](#) · [Tutorial](#)

Quality: 34,883 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[cuiaxiang's solution](#)

1296.

1899B

[250 Thousand Tons of TNT](#) · [Tutorial](#)

Quality: 33,371 global accepts · Rating: 1100 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, number theory

[cuiaxiang's solution](#)

1297.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,030 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings

[cuiaxiang's solution](#)

1298.

1884B

[Haunted House](#) · [Tutorial](#)

Quality: 14,704 global accepts · Rating: 1100 · first AC: 2023-10-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cuiaxiang's solution](#)

1299.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,475 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[cuiaxiang's solution](#)

1300.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,636 global accepts · Rating: 1100 · first AC: 2023-09-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, strings

[cuiaxiang's solution](#)

1301.

1872C

[Non-coprime Split](#) · [Tutorial](#)

Quality: 26,391 global accepts · Rating: 1100 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1302.

1863C

[MEX Repetition](#) · [Tutorial](#)

Quality: 15,534 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

1303.

1863B

[Split Sort](#) · [Tutorial](#)

Quality: 16,813 global accepts · Rating: 1100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[cuiaxiang's solution](#)

1304.

1862C

[Flower City Fence](#) · [Tutorial](#)

Quality: 23,085 global accepts · Rating: 1100 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings
[cuiaxiang's solution](#)

1305.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[cuiaxiang's solution](#)

1306.

1850E

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

Quality: 35,009 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, implementation, math
[cuiaxiang's solution](#)

1307.

1840B

[Binary Cafe](#) · [Tutorial](#)

Quality: 24,726 global accepts · Rating: 1100 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math
[cuiaxiang's solution](#)

1308.

1838B

[Minimize Permutation Subarrays](#) · [Tutorial](#)

Quality: 17,808 global accepts · Rating: 1100 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

1309.

1839B

[Lamps](#) · [Tutorial](#)

Quality: 16,550 global accepts · Rating: 1100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1310.

1263A

[Sweet Problem](#) · [Tutorial](#)

Quality: 17,227 global accepts · Rating: 1100 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: math
[cuiaxiang's solution](#)

1311.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,507 global accepts · Rating: 1100 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[cuiaxiang's solution](#)

1312.

1829E

[The Lakes](#) · [Tutorial](#)

Quality: 26,631 global accepts · Rating: 1100 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs,

implementation

[cuiaxiang's solution](#)

1313.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,177 global accepts · Rating: 1100 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1314.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,343 global accepts · Rating: 1100 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

1315.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,621 global accepts · Rating: 1100 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1316.

1811C

[Restore the Array](#) · [Tutorial](#)

Quality: 22,231 global accepts · Rating: 1100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1317.

1807G1

[Subsequence Addition \(Easy Version\)](#) · [Tutorial](#)

Quality: 22,253 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, sortings

[cuiaxiang's solution](#)

1318.

1807G2

[Subsequence Addition \(Hard Version\)](#) · [Tutorial](#)

Quality: 27,852 global accepts · Rating: 1100 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, implementation, sortings

[cuiaxiang's solution](#)

1319.

1800C2

[Powering the Hero \(hard version\)](#) · [Tutorial](#)

Quality: 27,120 global accepts · Rating: 1100 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

1320.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,097 global accepts · Rating: 1100 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1321.

1788B

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

Quality: 22,359 global accepts · Rating: 1100 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, probabilities

[cuiaxiang's solution](#)

1322.

1791G1

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

Quality: 33,932 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1323.

1791E

[Negatives and Positives](#) · [Tutorial](#)

Quality: 41,297 global accepts · Rating: 1100 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings
[cuiaoxiang's solution](#)

1324.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,893 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
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1325.

1780B

[GCD Partition](#) · [Tutorial](#)

Quality: 25,984 global accepts · Rating: 1100 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory
[cuiaoxiang's solution](#)

1326.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,322 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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1327.

1712C

[Sort Zero](#) · [Tutorial](#)

Quality: 21,269 global accepts · Rating: 1100 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
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1328.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,805 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1329.

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings
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1330.

1760E

[Binary Inversions](#) · [Tutorial](#)

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
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1331.

1759C

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Quality: 19,396 global accepts · Rating: 1100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, shortest paths
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1332.

1743C

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Quality: 20,640 global accepts · Rating: 1100 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1333.

1742D

[Coprime](#) · [Tutorial](#)

Quality: 34,117 global accepts · Rating: 1100 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, number theory

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1334.

1741C

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Quality: 19,362 global accepts · Rating: 1100 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, two pointers

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1335.

1739B

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Quality: 24,437 global accepts · Rating: 1100 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

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1336.

1729C

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Quality: 21,644 global accepts · Rating: 1100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

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1337.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,856 global accepts · Rating: 1100 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

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1338.

1717B

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Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

1339.

1722D

[Line](#) · [Tutorial](#)

Quality: 26,564 global accepts · Rating: 1100 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

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1340.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,210 global accepts · Rating: 1100 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, strings

[cuiaxiang's solution](#)

1341.

1702C

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Quality: 25,124 global accepts · Rating: 1100 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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1342.

1700B

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

Quality: 19,903 global accepts · Rating: 1100 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaxiang's solution](#)

1343.

1692D

[The Clock](#) · [Tutorial](#)

Quality: 21,662 global accepts · Rating: 1100 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1344.

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

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1345.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,414 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

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1346.

1676E

[Eating Queries](#) · [Tutorial](#)

Quality: 33,077 global accepts · Rating: 1100 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[cuiaxiang's solution](#)

1347.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

1348.

1675C

[Detective Task](#) · [Tutorial](#)

Quality: 19,292 global accepts · Rating: 1100 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1349.

1673B

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

Quality: 21,784 global accepts · Rating: 1100 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, strings

[cuiaxiang's solution](#)

1350.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,036 global accepts · Rating: 1100 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1351.

1669D

[Colorful Stamp](#) · [Tutorial](#)

Quality: 25,422 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1352.

1669F

[Eating Candies](#) · [Tutorial](#)

Quality: 39,625 global accepts · Rating: 1100 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cuiaxiang's solution](#)

1353.

1656B

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

Quality: 26,812 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, two pointers

[cuiaxiang's solution](#)

1354.

505A

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Quality: 6,921 global accepts · Rating: 1100 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
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1355.

1413B

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Quality: 12,014 global accepts · Rating: 1100 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1356.

1033B

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Quality: 11,959 global accepts · Rating: 1100 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

1357.

1638B

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Quality: 22,547 global accepts · Rating: 1100 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, sortings
[cuiaoxiang's solution](#)

1358.

1637B

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Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[cuiaoxiang's solution](#)

1359.

1633C

[Kill the Monster](#) · [Tutorial](#)

Quality: 21,256 global accepts · Rating: 1100 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cuiaoxiang's solution](#)

1360.

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[cuiaoxiang's solution](#)

1361.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,860 global accepts · Rating: 1100 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[cuiaoxiang's solution](#)

1362.

1624C

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Quality: 26,839 global accepts · Rating: 1100 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy, math
[cuiaoxiang's solution](#)

1363.

1616B

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

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[cuiaoxiang's solution](#)

1364.

1623B

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Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[cuiaxiang's solution](#)

1365.

1618C

[Paint the Array](#) · [Tutorial](#)

Quality: 32,408 global accepts · Rating: 1100 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaxiang's solution](#)

1366.

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1367.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,390 global accepts · Rating: 1100 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[cuiaxiang's solution](#)

1368.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

1369.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,806 global accepts · Rating: 1100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1370.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,140 global accepts · Rating: 1100 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, math

[cuiaxiang's solution](#)

1371.

1575A

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

Quality: 5,184 global accepts · Rating: 1100 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, strings

[cuiaxiang's solution](#)

1372.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,888 global accepts · Rating: 1100 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

1373.

1574B

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Quality: 18,222 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[cuiaxiang's solution](#)

1374.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

1375.

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,612 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1376.

1547C

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Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[cuiaxiang's solution](#)

1377.

1534B

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Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

1378.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1379.

467B

[Fedor and New Game](#) · [Tutorial](#)

Quality: 42,862 global accepts · Rating: 1100 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation

[cuiaxiang's solution](#)

1380.

1511C

[Yet Another Card Deck](#) · [Tutorial](#)

Quality: 32,813 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation, trees

[cuiaxiang's solution](#)

1381.

1511B

[GCD Length](#) · [Tutorial](#)

Quality: 24,678 global accepts · Rating: 1100 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

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1382.

285A

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Quality: 14,139 global accepts · Rating: 1100 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1383.

1428C

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Quality: 22,644 global accepts · Rating: 1100 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

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1384.

1506B

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Quality: 21,154 global accepts · Rating: 1100 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

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1385.

1492B

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Quality: 20,424 global accepts · Rating: 1100 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

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1386.

1490C

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Quality: 38,829 global accepts · Rating: 1100 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
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1387.

1481B

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Quality: 19,909 global accepts · Rating: 1100 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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1388.

245B

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Quality: 5,521 global accepts · Rating: 1100 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
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1389.

370A

[Rook, Bishop and King](#) · [Tutorial](#)

Quality: 12,029 global accepts · Rating: 1100 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths
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1390.

1478B

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Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math
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1391.

1472C

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Quality: 35,346 global accepts · Rating: 1100 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs
[cuiaoxiang's solution](#)

1392.

366A

[Dima and Guards](#) · [Tutorial](#)

Quality: 4,756 global accepts · Rating: 1100 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1393.

427B

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Quality: 15,513 global accepts · Rating: 1100 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
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1394.

581B

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Quality: 13,647 global accepts · Rating: 1100 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1395.

300A

[Array](#) · [Tutorial](#)

Quality: 27,230 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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1396.

368B

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Quality: 49,908 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
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1397.

363B

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Quality: 67,097 global accepts · Rating: 1100 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
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1398.

362B

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Quality: 14,733 global accepts · Rating: 1100 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cuiaxiang's solution](#)

1399.

478A

[Initial Bet](#) · [Tutorial](#)

Quality: 27,188 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1400.

475A

[Bayan Bus](#) · [Tutorial](#)

Quality: 4,931 global accepts · Rating: 1100 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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1401.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,930 global accepts · Rating: 1100 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cuiaxiang's solution](#)

1402.

1455C

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Quality: 20,446 global accepts · Rating: 1100 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, math
[cuiaxiang's solution](#)

1403.

257A

[Sockets](#) · [Tutorial](#)

Quality: 6,914 global accepts · Rating: 1100 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
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1404.

508A

[Pasha and Pixels](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1100 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[cuiaxiang's solution](#)

1405.

557A

[Ilya and Diplomas](#) · [Tutorial](#)

Quality: 8,507 global accepts · Rating: 1100 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cuiaxiang's solution](#)

1406.

545B

[Equidistant String](#) · [Tutorial](#)

Quality: 12,237 global accepts · Rating: 1100 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1407.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 33,001 global accepts · Rating: 1100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math
[cuiaxiang's solution](#)

1408.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,475 global accepts · Rating: 1100 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

1409.

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,546 global accepts · Rating: 1100 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

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1410.

525A

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Quality: 16,379 global accepts · Rating: 1100 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, strings

[cuiaxiang's solution](#)

1411.

609B

[The Best Gift](#) · [Tutorial](#)

Quality: 10,090 global accepts · Rating: 1100 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

1412.

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1413.

706B

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

Quality: 84,485 global accepts · Rating: 1100 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation

[cuiaxiang's solution](#)

1414.

911A

[Nearest Minimums](#) · [Tutorial](#)

Quality: 12,309 global accepts · Rating: 1100 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1415.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1416.

955A

[Feed the cat](#) · [Tutorial](#)

Quality: 7,024 global accepts · Rating: 1100 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1417.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,402 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1418.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[cuiaoxiang's solution](#)

1419.

1105A

[Salem and Sticks](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1100 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1420.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,927 global accepts · Rating: 1100 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[cuiaoxiang's solution](#)

1421.

618B

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

Quality: 8,326 global accepts · Rating: 1100 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[cuiaoxiang's solution](#)

1422.

402A

[Nuts](#) · [Tutorial](#)

Quality: 4,879 global accepts · Rating: 1100 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

1423.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

1424.

1370B

[GCD Compression](#) · [Tutorial](#)

Quality: 25,016 global accepts · Rating: 1100 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaoxiang's solution](#)

1425.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings
[cuiaoxiang's solution](#)

1426.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,739 global accepts · Rating: 1100 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

1427.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,516 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation
[cuiaoxiang's solution](#)

1428.

1324B

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

Quality: 30,795 global accepts · Rating: 1100 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[cuiaoxiang's solution](#)

1429.

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,513 global accepts · Rating: 1100 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[cuiaoxiang's solution](#)

1430.

1304B

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

Quality: 18,754 global accepts · Rating: 1100 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[cuiaoxiang's solution](#)

1431.

845A

[Chess Tourney](#) · [Tutorial](#)

Quality: 8,479 global accepts · Rating: 1100 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

1432.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

1433.

1202A

[You Are Given Two Binary Strings...](#) · [Tutorial](#)

Quality: 10,725 global accepts · Rating: 1100 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy
[cuiaoxiang's solution](#)

1434.

1165A

[Remainder](#) · [Tutorial](#)

Quality: 14,691 global accepts · Rating: 1100 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1435.

1166B

[All the Vowels Please](#) · [Tutorial](#)

Quality: 11,920 global accepts · Rating: 1100 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaoxiang's solution](#)

1436.

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

1437.

1214B

[Badges](#) · [Tutorial](#)

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math
[cuiaoxiang's solution](#)

1438.

1213B

[Bad Prices](#) · [Tutorial](#)

Quality: 31,558 global accepts · Rating: 1100 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

1439.

1176B

[Merge it!](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1100 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1440.

1146B

[Hate "A"](#) · [Tutorial](#)

Quality: 9,321 global accepts · Rating: 1100 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1441.

1157A

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

Quality: 16,566 global accepts · Rating: 1100 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1442.

1119A

[Ilya and a Colorful Walk](#) · [Tutorial](#)

Quality: 11,503 global accepts · Rating: 1100 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1443.

1132A

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

Quality: 10,179 global accepts · Rating: 1100 · first AC: 2019-03-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1444.

898B

[Proper Nutrition](#) · [Tutorial](#)

Quality: 10,649 global accepts · Rating: 1100 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory

[cuiaxiang's solution](#)

1445.

1066A

[Vova and Train](#) · [Tutorial](#)

Quality: 15,429 global accepts · Rating: 1100 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1446.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory

[cuiaxiang's solution](#)

1447.

1099B

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

Quality: 11,478 global accepts · Rating: 1100 · first AC: 2019-01-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[cuiaxiang's solution](#)

1448.

1030B

[Vasya and Cornfield](#) · [Tutorial](#)

Quality: 13,230 global accepts · Rating: 1100 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

1449.

1042A

[Benches](#) · [Tutorial](#)

Quality: 14,081 global accepts · Rating: 1100 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cuiaxiang's solution](#)

1450.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

1451.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[cuiaxiang's solution](#)

1452.

988B

[Substrings Sort](#) · [Tutorial](#)

Quality: 20,290 global accepts · Rating: 1100 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings, strings
[cuiaxiang's solution](#)

1453.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1454.

719A

[Vitya in the Countryside](#) · [Tutorial](#)

Quality: 16,393 global accepts · Rating: 1100 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1455.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1456.

938B

[Run For Your Prize](#) · [Tutorial](#)

Quality: 9,303 global accepts · Rating: 1100 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cuiaxiang's solution](#)

1457.

919B

[Perfect Number](#) · [Tutorial](#)

Quality: 31,613 global accepts · Rating: 1100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, implementation, number theory
[cuiaxiang's solution](#)

1458.

592B

[The Monster and the Squirrel](#) · [Tutorial](#)

Quality: 8,823 global accepts · Rating: 1100 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

1459.

884B

[Japanese Crosswords Strike Back](#) · [Tutorial](#)

Quality: 7,564 global accepts · Rating: 1100 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1460.

877A

[Alex and broken contest](#) · [Tutorial](#)

Quality: 11,553 global accepts · Rating: 1100 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaxiang's solution](#)

1461.

883M

[Quadcopter Competition](#) · [Tutorial](#)

Quality: 3,843 global accepts · Rating: 1100 · first AC: 2017-10-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

1462.

799A

[Carrot Cakes](#) · [Tutorial](#)

Quality: 21,454 global accepts · Rating: 1100 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1463.

861A

[k-rounding](#) · [Tutorial](#)

Rating: 1100 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

1464.

869B

[The Eternal Immortality](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

1465.

869A

[The Artful Expedient](#) · [Tutorial](#)

Quality: 9,797 global accepts · Rating: 1100 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1466.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[cuiaoxiang's solution](#)

1467.

735B

[Urbanization](#) · [Tutorial](#)

Quality: 8,744 global accepts · Rating: 1100 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, sortings
[cuiaoxiang's solution](#)

1468.

835B

[The number on the board](#) · [Tutorial](#)

Quality: 11,420 global accepts · Rating: 1100 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

1469.

602A

[Two Bases](#) · [Tutorial](#)

Quality: 8,796 global accepts · Rating: 1100 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1470.

825A

[Binary Protocol](#) · [Tutorial](#)

Quality: 8,197 global accepts · Rating: 1100 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1471.

712B

[Memory and Trident](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1100 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1472.

813A

[The Contest](#) · [Tutorial](#)

Quality: 5,435 global accepts · Rating: 1100 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1473.

789A

[Anastasia and pebbles](#) · [Tutorial](#)

Quality: 9,823 global accepts · Rating: 1100 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1474.

721B

[Passwords](#) · [Tutorial](#)

Quality: 12,467 global accepts · Rating: 1100 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, sortings, strings
[cuiaoxiang's solution](#)

1475.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[cuiaoxiang's solution](#)

1476.

733B

[Parade](#) · [Tutorial](#)

Quality: 10,951 global accepts · Rating: 1100 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

1477.

682A

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

Quality: 23,995 global accepts · Rating: 1100 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaoxiang's solution](#)

1478.

792A

[New Bus Route](#) · [Tutorial](#)

Quality: 9,709 global accepts · Rating: 1100 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

1479.

785B

[Anton and Classes](#) · [Tutorial](#)

Quality: 10,635 global accepts · Rating: 1100 · first AC: 2017-03-16 · GNU C++11 (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

1480.

755B

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

Quality: 12,880 global accepts · Rating: 1100 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: binary search, data structures, games, greedy, sortings, strings
[cuiaoxiang's solution](#)

1481.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, number theory
[cuiaoxiang's solution](#)

1482.

767A

[Snacktower](#) · [Tutorial](#)

Quality: 22,693 global accepts · Rating: 1100 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

1483.

765B

[Code obfuscation](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1100 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings
[cuiaxiang's solution](#)

1484.

754B

[Ilya and tic-tac-toe game](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1100 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1485.

630J

[Divisibility](#) · [Tutorial](#)

Quality: 12,717 global accepts · Rating: 1100 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

1486.

731B

[Coupons and Discounts](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1100 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

1487.

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,857 global accepts · Rating: 1100 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[cuiaxiang's solution](#)

1488.

630D

[Hexagons!](#) · [Tutorial](#)

Quality: 12,661 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: math
[cuiaxiang's solution](#)

1489.

630C

[Lucky Numbers](#) · [Tutorial](#)

Quality: 26,921 global accepts · Rating: 1100 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

1490.

651A

[Joysticks](#) · [Tutorial](#)

Quality: 24,139 global accepts · Rating: 1100 · first AC: 2016-03-28 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, math
[cuiaxiang's solution](#)

1491.

633A

[Ebony and Ivory](#) · [Tutorial](#)

Quality: 14,694 global accepts · Rating: 1100 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory
[cuiaxiang's solution](#)

1492.

596B

[Wilbur and Array](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

1493.

596A

[Wilbur and Swimming Pool](#) · [Tutorial](#)

Quality: 8,091 global accepts · Rating: 1100 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: geometry, implementation
[cuiaxiang's solution](#)

1494.

558A

[Lala Land and Apple Trees](#) · [Tutorial](#)

Quality: 10,996 global accepts · Rating: 1100 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, implementation, sortings
[cuiaxiang's solution](#)

1495.

556B

[Case of Fake Numbers](#) · [Tutorial](#)

Quality: 8,194 global accepts · Rating: 1100 · first AC: 2015-07-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1496.

544A

[Set of Strings](#) · [Tutorial](#)

Quality: 8,811 global accepts · Rating: 1100 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: implementation, strings
[cuiaxiang's solution](#)

1497.

534A

[Exam](#) · [Tutorial](#)

Quality: 12,927 global accepts · Rating: 1100 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[cuiaxiang's solution](#)

1498.

471A

[MUH and Sticks](#) · [Tutorial](#)

Quality: 13,763 global accepts · Rating: 1100 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1499.

463B

[Caisa and Pylons](#) · [Tutorial](#)

Quality: 29,968 global accepts · Rating: 1100 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

1500.

456A

[Laptops](#) · [Tutorial](#)

Quality: 56,799 global accepts · Rating: 1100 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: sortings
[cuiaxiang's solution](#)

1501.

433A

[Kitahara Haruki's Gift](#) · [Tutorial](#)

Quality: 17,893 global accepts · Rating: 1100 · first AC: 2014-05-27 · GNU C++0x (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1502.

258A

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

Quality: 26,508 global accepts · Rating: 1100 · first AC: 2013-01-02 · GNU C++ (first AC) · Tags: greedy, math
[cuiaxiang's solution](#)

1503.

242B

[Big Segment](#) · [Tutorial](#)

Quality: 17,359 global accepts · Rating: 1100 · first AC: 2012-11-15 · GNU C++0x (first AC) · Tags: implementation, sortings
[cuiaxiang's solution](#)

1504.

242A

[Heads or Tails](#) · [Tutorial](#)

Quality: 6,794 global accepts · Rating: 1100 · first AC: 2012-11-15 · GNU C++0x (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1505.

218B

[Airport](#) · [Tutorial](#)

Quality: 18,377 global accepts · Rating: 1100 · first AC: 2012-11-10 · GNU C++0x (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1506.

227B

[Effective Approach](#) · [Tutorial](#)

Quality: 32,441 global accepts · Rating: 1100 · first AC: 2012-09-30 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1507.

178A3

[Educational Game](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 1100 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

1508.

186A

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

Quality: 18,465 global accepts · Rating: 1100 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1509.

166A

[Rank List](#) · [Tutorial](#)

Quality: 21,007 global accepts · Rating: 1100 · first AC: 2012-03-24 · GNU C++ (first AC) · Tags: binary search, implementation, sortings
[cuiaoxiang's solution](#)

1510.

160B

[Unlucky Ticket](#) · [Tutorial](#)

Quality: 15,557 global accepts · Rating: 1100 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

1511.

121A

[Lucky Sum](#) · [Tutorial](#)

Quality: 10,551 global accepts · Rating: 1100 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1512.

103A

[Testing Pants for Sadness](#) · [Tutorial](#)

Quality: 6,575 global accepts · Rating: 1100 · first AC: 2011-08-11 · Java 6 (first AC) · Tags: greedy, implementation, math
[cuiaoxiang's solution](#)

1513.

82A

[Double Cola](#) · [Tutorial](#)

Quality: 32,237 global accepts · Rating: 1100 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

1514.

53A

[Autocomplete](#) · [Tutorial](#)

Quality: 5,794 global accepts · Rating: 1100 · first AC: 2011-02-06 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1515.

39D

[Cubical Planet](#) · [Tutorial](#)

Quality: 4,665 global accepts · Rating: 1100 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: math

[cuiaoxiang's solution](#)

1516.

12C

[Fruits](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1100 · first AC: 2010-05-01 · GNU C++ (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

1517.

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,673 global accepts · Rating: 1100 · first AC: 2010-05-01 · GNU C++ (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

1518.

7A

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

Quality: 8,023 global accepts · Rating: 1100 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: brute force, constructive algorithms

[cuiaoxiang's solution](#)

1519.

6B

[President's Office](#) · [Tutorial](#)

Quality: 14,828 global accepts · Rating: 1100 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1520.

2182C

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

Quality: 15,524 global accepts · Rating: 1200 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp

[cuiaoxiang's solution](#)

1521.

2175C

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

Rating: 1200 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

1522.

2158B

[Split](#) · [Tutorial](#)

Quality: 13,952 global accepts · Rating: 1200 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

1523.

2149D

[A and B](#) · [Tutorial](#)

Quality: 19,359 global accepts · Rating: 1200 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: strings

[cuiaoxiang's solution](#)

1524.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 1200 · first AC: 2025-09-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

1525.

2113B

[Good Start](#) · [Tutorial](#)

Quality: 14,625 global accepts · Rating: 1200 · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms,

math

[cuiaxiang's solution](#)

1526.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

1527.

2117D

[Retaliation](#) · [Tutorial](#)

Quality: 22,125 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, number theory
[cuiaxiang's solution](#)

1528.

2117C

[Cool Partition](#) · [Tutorial](#)

Quality: 21,069 global accepts · Rating: 1200 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy
[cuiaxiang's solution](#)

1529.

2109B

[Slice to Survive](#) · [Tutorial](#)

Quality: 17,338 global accepts · Rating: 1200 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[cuiaxiang's solution](#)

1530.

2094E

[Boneca Ambalabu](#) · [Tutorial](#)

Quality: 18,571 global accepts · Rating: 1200 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks
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1531.

2091D

[Place of the Olympiad](#) · [Tutorial](#)

Quality: 23,499 global accepts · Rating: 1200 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math
[cuiaxiang's solution](#)

1532.

2085B

[Serval and Final MEX](#) · [Tutorial](#)

Quality: 17,102 global accepts · Rating: 1200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation
[cuiaxiang's solution](#)

1533.

2072C

[Creating Keys for StORages Has Become My Main Skill](#) · [Tutorial](#)

Quality: 19,577 global accepts · Rating: 1200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[cuiaxiang's solution](#)

1534.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,816 global accepts · Rating: 1200 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[cuiaxiang's solution](#)

1535.

2065D

[Skibidus and Sigma](#) · [Tutorial](#)

Quality: 20,631 global accepts · Rating: 1200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1536.

2048C

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

Quality: 15,146 global accepts · Rating: 1200 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings

[cuiaoxiang's solution](#)

1537.

2050C

[Uninteresting Number](#) · [Tutorial](#)

Quality: 25,011 global accepts · Rating: 1200 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[cuiaoxiang's solution](#)

1538.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

1539.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,179 global accepts · Rating: 1200 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[cuiaoxiang's solution](#)

1540.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,693 global accepts · Rating: 1200 · first AC: 2024-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings

[cuiaoxiang's solution](#)

1541.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,843 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[cuiaoxiang's solution](#)

1542.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,029 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[cuiaoxiang's solution](#)

1543.

1992D

[Test of Love](#) · [Tutorial](#)

Quality: 24,014 global accepts · Rating: 1200 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

1544.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,415 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaoxiang's solution](#)

1545.

1985E

[Secret Box](#) · [Tutorial](#)

Quality: 23,539 global accepts · Rating: 1200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, math

[cuiaoxiang's solution](#)

1546.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,190 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics,

constructive algorithms, number theory

[cuiaxiang's solution](#)

1547.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,897 global accepts · Rating: 1200 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1548.

1954C

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

Quality: 22,749 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[cuiaxiang's solution](#)

1549.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,519 global accepts · Rating: 1200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

1550.

1945C

[Left and Right Houses](#) · [Tutorial](#)

Quality: 17,399 global accepts · Rating: 1200 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cuiaxiang's solution](#)

1551.

1941D

[Rudolf and the Ball Game](#) · [Tutorial](#)

Quality: 20,939 global accepts · Rating: 1200 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, implementation

[cuiaxiang's solution](#)

1552.

1934B

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

Quality: 22,017 global accepts · Rating: 1200 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[cuiaxiang's solution](#)

1553.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,529 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings

[cuiaxiang's solution](#)

1554.

1922B

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

Quality: 23,377 global accepts · Rating: 1200 · first AC: 2024-02-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[cuiaxiang's solution](#)

1555.

1926C

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

Quality: 32,754 global accepts · Rating: 1200 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation

[cuiaxiang's solution](#)

1556.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,755 global accepts · Rating: 1200 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[cuiaxiang's solution](#)

1557.

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,974 global accepts · Rating: 1200 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

1558.

412C

[Pattern](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

1559.

1914D

[Three Activities](#) · [Tutorial](#)

Quality: 38,107 global accepts · Rating: 1200 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cuiaoxiang's solution](#)

1560.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,837 global accepts · Rating: 1200 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy

[cuiaoxiang's solution](#)

1561.

1907C

[Removal of Unattractive Pairs](#) · [Tutorial](#)

Quality: 23,139 global accepts · Rating: 1200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cuiaoxiang's solution](#)

1562.

1881C

[Perfect Square](#) · [Tutorial](#)

Quality: 19,257 global accepts · Rating: 1200 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

1563.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,018 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math

[cuiaoxiang's solution](#)

1564.

1859C

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

Quality: 18,658 global accepts · Rating: 1200 · first AC: 2023-10-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[cuiaoxiang's solution](#)

1565.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,109 global accepts · Rating: 1200 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math

[cuiaoxiang's solution](#)

1566.

1872D

[Plus Minus Permutation](#) · [Tutorial](#)

Quality: 38,850 global accepts · Rating: 1200 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

1567.

1860B

[Fancy Coins](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 1200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[cuiaxiang's solution](#)

1568.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,774 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1569.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cuiaxiang's solution](#)

1570.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,479 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[cuiaxiang's solution](#)

1571.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,450 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[cuiaxiang's solution](#)

1572.

1843D

[Apple Tree](#) · [Tutorial](#)

Quality: 21,694 global accepts · Rating: 1200 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[cuiaxiang's solution](#)

1573.

1834C

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

Quality: 15,045 global accepts · Rating: 1200 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, strings

[cuiaxiang's solution](#)

1574.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,406 global accepts · Rating: 1200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1575.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings

[cuiaxiang's solution](#)

1576.

1822D

[Super-Permutation](#) · [Tutorial](#)

Quality: 19,022 global accepts · Rating: 1200 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1577.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,676 global accepts · Rating: 1200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings

[cuiaxiang's solution](#)

1578.

1800D

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

Quality: 29,352 global accepts · Rating: 1200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings

[cuiaxiang's solution](#)

1579.

1799B

[Equalize by Divide](#) · [Tutorial](#)

Quality: 12,743 global accepts · Rating: 1200 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1580.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,114 global accepts · Rating: 1200 · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[cuiaxiang's solution](#)

1581.

1790D

[Matryoshkas](#) · [Tutorial](#)

Quality: 31,572 global accepts · Rating: 1200 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

1582.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[cuiaxiang's solution](#)

1583.

1744D

[Divisibility by \$2^n\$](#) · [Tutorial](#)

Quality: 24,526 global accepts · Rating: 1200 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

1584.

1742E

[Scuza](#) · [Tutorial](#)

Quality: 38,632 global accepts · Rating: 1200 · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math

[cuiaxiang's solution](#)

1585.

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,261 global accepts · Rating: 1200 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1586.

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[cuiaxiang's solution](#)

1587.

1730C

[Minimum Notation](#) · [Tutorial](#)

Quality: 17,939 global accepts · Rating: 1200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[cuiaoxiang's solution](#)

1588.

1734C

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

Quality: 28,644 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

1589.

1729D

[Friends and the Restaurant](#) · [Tutorial](#)

Quality: 30,757 global accepts · Rating: 1200 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[cuiaoxiang's solution](#)

1590.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

1591.

1713C

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

Quality: 18,874 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[cuiaoxiang's solution](#)

1592.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

1593.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,593 global accepts · Rating: 1200 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1594.

1692E

[Binary Deque](#) · [Tutorial](#)

Quality: 33,296 global accepts · Rating: 1200 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers

[cuiaoxiang's solution](#)

1595.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,732 global accepts · Rating: 1200 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

1596.

1679B

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

Quality: 27,440 global accepts · Rating: 1200 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

1597.

1205A

[Almost Equal](#) · [Tutorial](#)

Quality: 14,708 global accepts · Rating: 1200 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuaoxiang's solution](#)

1598.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cuaoxiang's solution](#)

1599.

1671C

[Dolce Vita](#) · [Tutorial](#)

Quality: 25,397 global accepts · Rating: 1200 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[cuaoxiang's solution](#)

1600.

1669E

[2-Letter Strings](#) · [Tutorial](#)

Quality: 21,257 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, strings

[cuaoxiang's solution](#)

1601.

1669G

[Fall Down](#) · [Tutorial](#)

Quality: 21,726 global accepts · Rating: 1200 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation

[cuaoxiang's solution](#)

1602.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2019-10-01 · last AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuaoxiang's solution](#)

1603.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[cuaoxiang's solution](#)

1604.

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[cuaoxiang's solution](#)

1605.

1657C

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

Quality: 17,685 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuaoxiang's solution](#)

1606.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,085 global accepts · Rating: 1200 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuaoxiang's solution](#)

1607.

1647B

[Madoka and the Elegant Gift](#) · [Tutorial](#)

Quality: 17,124 global accepts · Rating: 1200 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation

[cuiaxiang's solution](#)

1608.

1650C

[Weight of the System of Nested Segments](#) · [Tutorial](#)

Quality: 18,514 global accepts · Rating: 1200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, implementation, sortings

[cuiaxiang's solution](#)

1609.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,985 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[cuiaxiang's solution](#)

1610.

1635C

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

Quality: 25,143 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1611.

1619C

[Wrong Addition](#) · [Tutorial](#)

Quality: 22,664 global accepts · Rating: 1200 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1612.

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1613.

1613C

[Poisoned Dagger](#) · [Tutorial](#)

Quality: 29,722 global accepts · Rating: 1200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search

[cuiaxiang's solution](#)

1614.

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cuiaxiang's solution](#)

1615.

903B

[The Modcrab](#) · [Tutorial](#)

Quality: 8,125 global accepts · Rating: 1200 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1616.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,364 global accepts · Rating: 1200 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, number theory, two pointers

[cuiaxiang's solution](#)

1617.

387B

[George and Round](#) · [Tutorial](#)

Quality: 12,970 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, two pointers

[cuiaxiang's solution](#)

1618.

400B

[Inna and New Matrix of Candies](#) · [Tutorial](#)

Quality: 8,603 global accepts · Rating: 1200 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, schedules
[cuiaxiang's solution](#)

1619.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[cuiaxiang's solution](#)

1620.

1582C

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

Quality: 23,659 global accepts · Rating: 1200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[cuiaxiang's solution](#)

1621.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,655 global accepts · Rating: 1200 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[cuiaxiang's solution](#)

1622.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,350 global accepts · Rating: 1200 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, strings
[cuiaxiang's solution](#)

1623.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, math, sortings
[cuiaxiang's solution](#)

1624.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,817 global accepts · Rating: 1200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[cuiaxiang's solution](#)

1625.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy
[cuiaxiang's solution](#)

1626.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings
[cuiaxiang's solution](#)

1627.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,470 global accepts · Rating: 1200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1628.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,285 global accepts · Rating: 1200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

1629.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,031 global accepts · Rating: 1200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[cuiaxiang's solution](#)

1630.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,410 global accepts · Rating: 1200 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[cuiaxiang's solution](#)

1631.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,498 global accepts · Rating: 1200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, math

[cuiaxiang's solution](#)

1632.

208D

[Prizes, Prizes, more Prizes](#) · [Tutorial](#)

Quality: 8,049 global accepts · Rating: 1200 · first AC: 2021-05-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1633.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,947 global accepts · Rating: 1200 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, math

[cuiaxiang's solution](#)

1634.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,533 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuiaxiang's solution](#)

1635.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,709 global accepts · Rating: 1200 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, strings

[cuiaxiang's solution](#)

1636.

285C

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

Quality: 26,335 global accepts · Rating: 1200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

1637.

285B

[Find Marble](#) · [Tutorial](#)

Quality: 15,696 global accepts · Rating: 1200 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1638.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[cuiaxiang's solution](#)

1639.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,228 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

1640.

1497B

[M-arrays](#) · [Tutorial](#)

Quality: 27,364 global accepts · Rating: 1200 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

1641.

1490D

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

Quality: 21,675 global accepts · Rating: 1200 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, implementation
[cuiaoxiang's solution](#)

1642.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

1643.

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[cuiaoxiang's solution](#)

1644.

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

1645.

143B

[Help Kingdom of Far Far Away 2](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1200 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1646.

203A

[Two Problems](#) · [Tutorial](#)

Quality: 4,424 global accepts · Rating: 1200 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1647.

489A

[SwapSort](#) · [Tutorial](#)

Quality: 10,587 global accepts · Rating: 1200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cuiaoxiang's solution](#)

1648.

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,750 global accepts · Rating: 1200 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers
[cuiaoxiang's solution](#)

1649.

180F

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

Quality: 2,840 global accepts · Rating: 1200 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms,

implementation, math
[cuiaxiang's solution](#)

1650.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[cuiaxiang's solution](#)

1651.

366B

[Dima and To-do List](#) · [Tutorial](#)

Quality: 7,153 global accepts · Rating: 1200 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1652.

401B

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

Quality: 4,599 global accepts · Rating: 1200 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cuiaxiang's solution](#)

1653.

342A

[Xenia and Divisors](#) · [Tutorial](#)

Quality: 13,875 global accepts · Rating: 1200 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

1654.

432B

[Football Kit](#) · [Tutorial](#)

Quality: 12,260 global accepts · Rating: 1200 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cuiaxiang's solution](#)

1655.

1455B

[Jumps](#) · [Tutorial](#)

Quality: 23,236 global accepts · Rating: 1200 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

1656.

350A

[TL](#) · [Tutorial](#)

Quality: 17,531 global accepts · Rating: 1200 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cuiaxiang's solution](#)

1657.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

1658.

1437B

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

Quality: 20,854 global accepts · Rating: 1200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

1659.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,587 global accepts · Rating: 1200 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[cuiaxiang's solution](#)

1660.

514A

[ChewbaD 6 æB çVÖ&W](#)[Tutorial](#)

Quality: 71,341 global accepts · Rating: 1200 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1661.

593A

[2Char](#) · [Tutorial](#)

Quality: 6,156 global accepts · Rating: 1200 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1662.

474B

[Worms](#) · [Tutorial](#)

Quality: 62,568 global accepts · Rating: 1200 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation

[cuiaxiang's solution](#)

1663.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

1664.

424B

[Megacity](#) · [Tutorial](#)

Quality: 8,467 global accepts · Rating: 1200 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cuiaxiang's solution](#)

1665.

911B

[Two Cakes](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[cuiaxiang's solution](#)

1666.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,463 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[cuiaxiang's solution](#)

1667.

989B

[A Tide of Riverscape](#) · [Tutorial](#)

Quality: 7,286 global accepts · Rating: 1200 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[cuiaxiang's solution](#)

1668.

612B

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

Quality: 7,604 global accepts · Rating: 1200 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

1669.

1100C

[NN and the Optical Illusion](#) · [Tutorial](#)

Quality: 10,931 global accepts · Rating: 1200 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math

[cuiaxiang's solution](#)

1670.

1409C

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

Quality: 24,642 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

1671.

632A

[Grandma Laura and Apples](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 1200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaxiang's solution](#)

1672.

743B

[Chloe and the sequence](#) · [Tutorial](#)

Quality: 16,052 global accepts · Rating: 1200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, implementation

[cuiaxiang's solution](#)

1673.

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1674.

812A

[Sagheer and Crossroads](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1675.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1676.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[cuiaxiang's solution](#)

1677.

1155B

[Game with Telephone Numbers](#) · [Tutorial](#)

Quality: 12,523 global accepts · Rating: 1200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, implementation

[cuiaxiang's solution](#)

1678.

913B

[Christmas Spruce](#) · [Tutorial](#)

Quality: 19,465 global accepts · Rating: 1200 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, trees

[cuiaxiang's solution](#)

1679.

1392C

[Omkar and Waterslide](#) · [Tutorial](#)

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1680.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,656 global accepts · Rating: 1200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, two pointers

[cuiaxiang's solution](#)

1681.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

1682.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,924 global accepts · Rating: 1200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1683.

1371B

[Magical Calendar](#) · [Tutorial](#)

Quality: 19,609 global accepts · Rating: 1200 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1684.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,572 global accepts · Rating: 1200 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[cuiaxiang's solution](#)

1685.

1352C

[K-th Not Divisible by n](#) · [Tutorial](#)

Quality: 69,784 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cuiaxiang's solution](#)

1686.

1352B

[Same Parity Summands](#) · [Tutorial](#)

Quality: 44,831 global accepts · Rating: 1200 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1687.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,497 global accepts · Rating: 1200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[cuiaxiang's solution](#)

1688.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,036 global accepts · Rating: 1200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, sortings

[cuiaxiang's solution](#)

1689.

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[cuiaxiang's solution](#)

1690.

1294B

[Collecting Packages](#) · [Tutorial](#)

Quality: 22,923 global accepts · Rating: 1200 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

1691.

1270B

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

Quality: 17,376 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1692.

591B

[Rebranding](#) · [Tutorial](#)

Quality: 8,644 global accepts · Rating: 1200 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1693.

1272B

[Snow Walking Robot](#) · [Tutorial](#)

Quality: 14,683 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1694.

1272C

[Yet Another Broken Keyboard](#) · [Tutorial](#)

Quality: 30,743 global accepts · Rating: 1200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[cuiaxiang's solution](#)

1695.

1029B

[Creating the Contest](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 1200 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cuiaxiang's solution](#)

1696.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,242 global accepts · Rating: 1200 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1697.

1153B

[Serval and Toy Bricks](#) · [Tutorial](#)

Quality: 9,403 global accepts · Rating: 1200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1698.

990B

[Micro-World](#) · [Tutorial](#)

Quality: 8,617 global accepts · Rating: 1200 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1699.

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1700.

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cuiaxiang's solution](#)

1701.

1214C

[Bad Sequence](#) · [Tutorial](#)

Quality: 14,198 global accepts · Rating: 1200 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

1702.

1213C

[Book Reading](#) · [Tutorial](#)

Quality: 19,624 global accepts · Rating: 1200 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1703.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,945 global accepts · Rating: 1200 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

1704.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

1705.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[cuiaxiang's solution](#)

1706.

959B

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

Quality: 10,556 global accepts · Rating: 1200 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: dsu, greedy, implementation

[cuiaxiang's solution](#)

1707.

1185C1

[Exam in BerSU \(easy version\)](#) · [Tutorial](#)

Quality: 11,899 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1708.

1185B

[Email from Polycarp](#) · [Tutorial](#)

Quality: 14,224 global accepts · Rating: 1200 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1709.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1710.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-04-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

1711.

1140D

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

Quality: 13,168 global accepts · Rating: 1200 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math

[cuiaxiang's solution](#)

1712.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1713.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1714.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,136 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: sortings, two pointers

[cuiaoxiang's solution](#)

1715.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

1716.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,031 global accepts · Rating: 1200 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, implementation

[cuiaoxiang's solution](#)

1717.

1130B

[Two Cakes](#) · [Tutorial](#)

Quality: 8,346 global accepts · Rating: 1200 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

1718.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[cuiaoxiang's solution](#)

1719.

1006C

[Three Parts of the Array](#) · [Tutorial](#)

Quality: 25,364 global accepts · Rating: 1200 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[cuiaoxiang's solution](#)

1720.

1006B

[Polycarp's Practice](#) · [Tutorial](#)

Quality: 14,656 global accepts · Rating: 1200 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

1721.

1102C

[Doors Breaking and Repairing](#) · [Tutorial](#)

Quality: 14,168 global accepts · Rating: 1200 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: games

[cuiaoxiang's solution](#)

1722.

1118B

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

Quality: 13,245 global accepts · Rating: 1200 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1723.

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,964 global accepts · Rating: 1200 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[cuiaoxiang's solution](#)

1724.

1076B

[Divisor Subtraction](#) · [Tutorial](#)

Quality: 14,591 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cuiaoxiang's solution](#)

1725.

1076A

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

Quality: 14,102 global accepts · Rating: 1200 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

1726.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[cuiaoxiang's solution](#)

1727.

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1728.

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-11-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1729.

1042B

[Vitamins](#) · [Tutorial](#)

Quality: 19,152 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, implementation

[cuiaoxiang's solution](#)

1730.

998B

[Cutting](#) · [Tutorial](#)

Quality: 14,413 global accepts · Rating: 1200 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cuiaoxiang's solution](#)

1731.

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1732.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-08-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1733.

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

1734.

999C

[Alphabetic Removals](#) · [Tutorial](#)

Quality: 20,993 global accepts · Rating: 1200 · first AC: 2018-06-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1735.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2018-05-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1736.

982A

[Row](#) · [Tutorial](#)

Quality: 9,712 global accepts · Rating: 1200 · first AC: 2018-05-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cuiaxiang's solution](#)

1737.

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1738.

977C

[Less or Equal](#) · [Tutorial](#)

Quality: 43,338 global accepts · Rating: 1200 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: sortings
[cuiaxiang's solution](#)

1739.

960A

[Check the string](#) · [Tutorial](#)

Quality: 8,787 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1740.

958C1

[Encryption \(easy\)](#) · [Tutorial](#)

Quality: 3,180 global accepts · Rating: 1200 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cuiaxiang's solution](#)

1741.

961B

[Lecture Sleep](#) · [Tutorial](#)

Quality: 26,349 global accepts · Rating: 1200 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers
[cuiaxiang's solution](#)

1742.

592A

[PawnChess](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1200 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

1743.

914B

[Conan and Agasa play a Card Game](#) · [Tutorial](#)

Quality: 9,066 global accepts · Rating: 1200 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, implementation
[cuiaxiang's solution](#)

1744.

903C

[Boxes Packing](#) · [Tutorial](#)

Quality: 22,640 global accepts · Rating: 1200 · first AC: 2017-12-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1745.

895A

[Pizza Separation](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 1200 · first AC: 2017-11-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

1746.

854B

[Maxim Buys an Apartment](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1200 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[cuiaxiang's solution](#)

1747.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[cuiaxiang's solution](#)

1748.

870B

[Maximum of Maximums of Minimums](#) · [Tutorial](#)

Quality: 10,641 global accepts · Rating: 1200 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1749.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers
[cuiaxiang's solution](#)

1750.

625B

[War of the Corporations](#) · [Tutorial](#)

Quality: 11,453 global accepts · Rating: 1200 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[cuiaxiang's solution](#)

1751.

817A

[Treasure Hunt](#) · [Tutorial](#)

Quality: 6,823 global accepts · Rating: 1200 · first AC: 2017-06-15 · last AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[cuiaxiang's solution](#)

1752.

802M1

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

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1753.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuiaxiang's solution](#)

1754.

794B

[Cutting Carrot](#) · [Tutorial](#)

Quality: 7,270 global accepts · Rating: 1200 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[cuiaxiang's solution](#)

1755.

769B

[News About Credit](#) · [Tutorial](#)

Quality: 3,443 global accepts · Rating: 1200 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, greedy, two pointers
[cuiaxiang's solution](#)

1756.

803B

[Distances to Zero](#) · [Tutorial](#)

Quality: 7,579 global accepts · Rating: 1200 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

1757.

682B

[Alyona and Mex](#) · [Tutorial](#)

Quality: 12,747 global accepts · Rating: 1200 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: sortings

[cuiaxiang's solution](#)

1758.

795C

[Maximum Number](#) · [Tutorial](#)

Quality: 1200 · first AC: 2017-04-05 · C++14 (GCC 6-32) (first AC) · Tags: *special, constructive algorithms, greedy

[cuiaxiang's solution](#)

1759.

749B

[Parallelogram is Back](#) · [Tutorial](#)

Quality: 8,934 global accepts · Rating: 1200 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry

[cuiaxiang's solution](#)

1760.

740B

[Alyona and flowers](#) · [Tutorial](#)

Quality: 8,871 global accepts · Rating: 1200 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1761.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[cuiaxiang's solution](#)

1762.

765C

[Table Tennis Game 2](#) · [Tutorial](#)

Quality: 7,430 global accepts · Rating: 1200 · first AC: 2017-02-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

1763.

754A

[Lesha and array splitting](#) · [Tutorial](#)

Quality: 9,376 global accepts · Rating: 1200 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

1764.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,863 global accepts · Rating: 1200 · first AC: 2016-11-18 · C++14 (GCC 6-32) (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[cuiaxiang's solution](#)

1765.

630R

[Game](#) · [Tutorial](#)

Quality: 9,590 global accepts · Rating: 1200 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cuiaxiang's solution](#)

1766.

725B

[Food on the Plane](#) · [Tutorial](#)

Quality: 5,321 global accepts · Rating: 1200 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

1767.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

1768.

722B

[Verse Pattern](#) · [Tutorial](#)

Quality: 6,766 global accepts · Rating: 1200 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

1769.

660A

[Co-prime Array](#) · [Tutorial](#)

Quality: 10,298 global accepts · Rating: 1200 · first AC: 2016-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[cuiaoxiang's solution](#)

1770.

630B

[Moore's Law](#) · [Tutorial](#)

Quality: 8,365 global accepts · Rating: 1200 · first AC: 2016-04-07 · GNU C++11 (first AC) · Tags: math
[cuiaoxiang's solution](#)

1771.

659C

[Tanya and Toys](#) · [Tutorial](#)

Quality: 11,961 global accepts · Rating: 1200 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

1772.

546B

[Soldier and Badges](#) · [Tutorial](#)

Quality: 18,609 global accepts · Rating: 1200 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, sortings
[cuiaoxiang's solution](#)

1773.

492B

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

Quality: 90,207 global accepts · Rating: 1200 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: binary search, implementation, math, sortings
[cuiaoxiang's solution](#)

1774.

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,562 global accepts · Rating: 1200 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1775.

456B

[Fedya and Maths](#) · [Tutorial](#)

Quality: 18,573 global accepts · Rating: 1200 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

1776.

445A

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

Quality: 33,673 global accepts · Rating: 1200 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: dfs and similar, implementation
[cuiaoxiang's solution](#)

1777.

431B

[Shower Line](#) · [Tutorial](#)

Quality: 11,673 global accepts · Rating: 1200 · first AC: 2014-07-02 · GNU C++0x (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

1778.

439B

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

Quality: 15,017 global accepts · Rating: 1200 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

1779.

433B

[Kuriyama Mirai's Stones](#) · [Tutorial](#)

Quality: 53,886 global accepts · Rating: 1200 · first AC: 2014-05-27 · GNU C++0x (first AC) · Tags: dp, implementation, sortings

[cuiaoxiang's solution](#)

1780.

379B

[New Year Present](#) · [Tutorial](#)

Quality: 7,613 global accepts · Rating: 1200 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: constructive algorithms, implementation

[cuiaoxiang's solution](#)

1781.

344B

[Simple Molecules](#) · [Tutorial](#)

Quality: 9,591 global accepts · Rating: 1200 · first AC: 2013-09-15 · GNU C++0x (first AC) · Tags: brute force, graphs, math

[cuiaoxiang's solution](#)

1782.

327B

[Hungry Sequence](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1200 · first AC: 2013-07-14 · GNU C++0x (first AC) · Tags: math

[cuiaoxiang's solution](#)

1783.

254A

[Cards with Numbers](#) · [Tutorial](#)

Quality: 7,737 global accepts · Rating: 1200 · first AC: 2012-12-16 · GNU C++ (first AC) · Tags: constructive algorithms, sortings

[cuiaoxiang's solution](#)

1784.

194B

[Square](#) · [Tutorial](#)

Quality: 3,988 global accepts · Rating: 1200 · first AC: 2012-11-12 · GNU C++0x (first AC) · Tags: math

[cuiaoxiang's solution](#)

1785.

234A

[Lefthanders and Righthanders](#) · [Tutorial](#)

Quality: 4,679 global accepts · Rating: 1200 · first AC: 2012-11-10 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1786.

222A

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

Quality: 11,765 global accepts · Rating: 1200 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

1787.

186B

[Growing Mushrooms](#) · [Tutorial](#)

Quality: 6,179 global accepts · Rating: 1200 · first AC: 2012-07-28 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

1788.

176A

[Trading Business](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: 1200 · first AC: 2012-05-26 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

1789.

172B

[Pseudorandom Sequence Period](#) · [Tutorial](#)

Quality: 3,155 global accepts · Rating: 1200 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: *special, implementation, number theory

[cuiaoxiang's solution](#)

1790.

171A

[Mysterious numbers - 1](#) · [Tutorial](#)

Quality: 5,067 global accepts · Rating: 1200 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, constructive algorithms

[cuiaoxiang's solution](#)

1791.

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2012-03-04 · Java 6 (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

1792.

131B

[Opposites Attract](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1200 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1793.

129B

[Students and Shoelaces](#) · [Tutorial](#)

Quality: 13,865 global accepts · Rating: 1200 · first AC: 2011-11-21 · GNU C++ (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cuiaoxiang's solution](#)

1794.

112B

[Petya and Square](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 1200 · first AC: 2011-09-15 · GNU C++ (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1795.

102A

[Clothes](#) · [Tutorial](#)

Quality: 3,421 global accepts · Rating: 1200 · first AC: 2011-08-11 · Java 6 (first AC) · Tags: brute force

[cuiaoxiang's solution](#)

1796.

101A

[Homework](#) · [Tutorial](#)

Quality: 4,370 global accepts · Rating: 1200 · first AC: 2011-08-04 · Java 6 (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

1797.

38B

[Chess](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1200 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: brute force, implementation, math

[cuiaoxiang's solution](#)

1798.

79A

[Bus Game](#) · [Tutorial](#)

Quality: 4,558 global accepts · Rating: 1200 · first AC: 2011-05-05 · GNU C++ (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

1799.

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1800.

69B

[Bets](#) · [Tutorial](#)

Quality: 3,619 global accepts · Rating: 1200 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

1801.

59B

[Fortune Telling](#) · [Tutorial](#)

Quality: 7,953 global accepts · Rating: 1200 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: implementation, number theory

[cuiaoxiang's solution](#)

1802.

48B

[Land Lot](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1200 · first AC: 2011-02-08 · last AC: 2011-02-08 · Python 2 (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

1803.

53C

[Little Frog](#) · [Tutorial](#)

Quality: 7,125 global accepts · Rating: 1200 · first AC: 2011-02-06 · GNU C++ (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

1804.

55A

[Flea travel](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 1200 · first AC: 2011-01-23 · GNU C++ (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

1805.

33A

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

Quality: 4,852 global accepts · Rating: 1200 · first AC: 2010-10-12 · GNU C++ (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

1806.

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

1807.

9B

[Running Student](#) · [Tutorial](#)

Quality: 6,189 global accepts · Rating: 1200 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, geometry, implementation

[cuiaoxiang's solution](#)

1808.

9C

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

Quality: 14,348 global accepts · Rating: 1200 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: brute force, implementation, math

[cuiaoxiang's solution](#)

1809.

8A

[Train and Peter](#) · [Tutorial](#)

Quality: 6,727 global accepts · Rating: 1200 · first AC: 2010-04-13 · GNU C++ (first AC) · Tags: strings

[cuiaoxiang's solution](#)

1810.

6C

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

Quality: 17,488 global accepts · Rating: 1200 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: greedy, two pointers

[cuiaoxiang's solution](#)

1811.

5B

[Center Alignment](#) · [Tutorial](#)

Quality: 6,765 global accepts · Rating: 1200 · first AC: 2010-04-12 · last AC: 2010-04-12 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

1812.

4B

[Before an Exam](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1200 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1813.

2200D

[Portal](#) · [Tutorial](#)

Quality: 11,796 global accepts · Rating: 1300 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1814.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,672 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[cuiaxiang's solution](#)

1815.

2187A

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

Quality: 15,876 global accepts · Rating: 1300 · first AC: 2026-01-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

1816.

2193E

[Product Queries](#) · [Tutorial](#)

Quality: 15,212 global accepts · Rating: 1300 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory, shortest paths

[cuiaxiang's solution](#)

1817.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,681 global accepts · Rating: 1300 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[cuiaxiang's solution](#)

1818.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,130 global accepts · Rating: 1300 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1819.

2179D

[Blackslex and Penguin Civilization](#) · [Tutorial](#)

Quality: 13,517 global accepts · Rating: 1300 · first AC: 2025-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

1820.

2175B

[XOR Array](#) · [Tutorial](#)

Quality: 12,228 global accepts · Rating: 1300 · first AC: 2025-12-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

1821.

2144C

[Non-Descending Arrays](#) · [Tutorial](#)

Quality: 14,996 global accepts · Rating: 1300 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

1822.

2146C

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

Quality: 13,312 global accepts · Rating: 1300 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, constructive algorithms

[cuiaoxiang's solution](#)

1823.

2086C

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

Quality: 16,129 global accepts · Rating: 1300 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, implementation

[cuiaoxiang's solution](#)

1824.

2091E

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

Quality: 19,631 global accepts · Rating: 1300 · first AC: 2025-03-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, number theory, two pointers

[cuiaoxiang's solution](#)

1825.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,834 global accepts · Rating: 1300 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

1826.

2072D

[For Wizards, the Exam Is Easy, but I Couldn't Handle It](#) · [Tutorial](#)

Quality: 17,643 global accepts · Rating: 1300 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation

[cuiaoxiang's solution](#)

1827.

2064C

[Remove the Ends](#) · [Tutorial](#)

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[cuiaoxiang's solution](#)

1828.

2065C2

[Skibidus and Fanum Tax \(hard version\)](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1300 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

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1829.

2059B

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1830.

2044E

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1831.

2050D

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1832.

2041A

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1833.

2037D

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1834.

2036D

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1835.

2022B

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1836.

2033D

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1837.

2025C

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1838.

1999E

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1839.

1988C

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1840.

1978C

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1841.

1980C

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Quality: 21,705 global accepts · Rating: 1300 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

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1842.

1973B

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[cuiaoxiang's solution](#)

1843.

1968D

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Quality: 17,428 global accepts · Rating: 1300 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

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1844.

1864C

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1845.

1945D

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Quality: 17,165 global accepts · Rating: 1300 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaoxiang's solution](#)

1846.

1943A

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[cuiaoxiang's solution](#)

1847.

1948C

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1848.

1922C

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1849.

1926D

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[cuiaoxiang's solution](#)

1850.

1931D

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[cuiaoxiang's solution](#)

1851.

1927D

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Quality: 33,186 global accepts · Rating: 1300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers

[cuiaoxiang's solution](#)

1852.

1915E

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Quality: 34,536 global accepts · Rating: 1300 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
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1853.

1913C

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Quality: 17,492 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[cuiaxiang's solution](#)

1854.

1900C

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Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees
[cuiaxiang's solution](#)

1855.

1902C

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Quality: 16,979 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[cuiaxiang's solution](#)

1856.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,279 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings
[cuiaxiang's solution](#)

1857.

1899D

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Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, number theory
[cuiaxiang's solution](#)

1858.

1889A

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Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaxiang's solution](#)

1859.

1881D

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Quality: 28,447 global accepts · Rating: 1300 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

1860.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[cuiaxiang's solution](#)

1861.

1879C

[Make it Alternating](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 1300 · first AC: 2023-09-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy
[cuiaxiang's solution](#)

1862.

1873F

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Quality: 19,705 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers

[cuiaxiang's solution](#)

1863.

1870C

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Quality: 13,114 global accepts · Rating: 1300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[cuiaxiang's solution](#)

1864.

1862D

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Quality: 19,844 global accepts · Rating: 1300 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, math

[cuiaxiang's solution](#)

1865.

1857D

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Quality: 29,330 global accepts · Rating: 1300 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings, trees

[cuiaxiang's solution](#)

1866.

1851D

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[cuiaxiang's solution](#)

1867.

1850F

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Quality: 24,591 global accepts · Rating: 1300 · first AC: 2023-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[cuiaxiang's solution](#)

1868.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,212 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

1869.

1558A

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Quality: 11,495 global accepts · Rating: 1300 · first AC: 2023-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

1870.

1839C

[Insert Zero and Invert Prefix](#) · [Tutorial](#)

Quality: 13,444 global accepts · Rating: 1300 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

1871.

1829F

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Quality: 21,854 global accepts · Rating: 1300 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math

[cuiaxiang's solution](#)

1872.

1826C

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Quality: 15,676 global accepts · Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

1873.

1816C

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Rating: 1300 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: math, sortings
[cuiaoxiang's solution](#)

1874.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

1875.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,206 global accepts · Rating: 1300 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, strings
[cuiaoxiang's solution](#)

1876.

1819A

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

Quality: 14,594 global accepts · Rating: 1300 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[cuiaoxiang's solution](#)

1877.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[cuiaoxiang's solution](#)

1878.

1807E

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Quality: 16,777 global accepts · Rating: 1300 · first AC: 2023-03-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, interactive
[cuiaoxiang's solution](#)

1879.

1794C

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Quality: 22,087 global accepts · Rating: 1300 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[cuiaoxiang's solution](#)

1880.

1788C

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Quality: 19,469 global accepts · Rating: 1300 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

1881.

1778B

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Quality: 14,532 global accepts · Rating: 1300 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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1882.

1775B

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Quality: 20,741 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
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1883.

1774C

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Quality: 13,276 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1884.

1766C

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Quality: 14,991 global accepts · Rating: 1300 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
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1885.

1753A1

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Quality: 16,455 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy
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1886.

1746C

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Quality: 14,102 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
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1887.

1741D

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1888.

1736C1

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Quality: 16,532 global accepts · Rating: 1300 · first AC: 2022-10-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, schedules, two pointers
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1889.

1737B

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Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math
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1890.

1733C

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Quality: 17,103 global accepts · Rating: 1300 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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1891.

1717C

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Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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1892.

1703F

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1893.

1698C

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Quality: 19,752 global accepts · Rating: 1300 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[cuiaxiang's solution](#)

1894.

1693A

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Quality: 17,440 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

1895.

1692F

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Quality: 27,153 global accepts · Rating: 1300 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[cuiaxiang's solution](#)

1896.

1676G

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Quality: 24,009 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
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1897.

1676F

[Longest Strike](#) · [Tutorial](#)

Quality: 20,192 global accepts · Rating: 1300 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
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1898.

1675D

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Quality: 14,774 global accepts · Rating: 1300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation, trees
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1899.

1669H

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Quality: 29,123 global accepts · Rating: 1300 · first AC: 2022-04-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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1900.

1667A

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Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[cuiaxiang's solution](#)

1901.

1659B

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Quality: 12,032 global accepts · Rating: 1300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
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1902.

926A

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Quality: 4,160 global accepts · Rating: 1300 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

1903.

956A

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Rating: 1300 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

1904.

1661B

[Getting Zero](#) · [Tutorial](#)

Quality: 20,689 global accepts · Rating: 1300 · first AC: 2022-04-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, shortest paths

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1905.

1660C

[Get an Even String](#) · [Tutorial](#)

Quality: 22,015 global accepts · Rating: 1300 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings

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1906.

1322A

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Quality: 12,888 global accepts · Rating: 1300 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

1907.

1328B

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Quality: 32,047 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, implementation, math

[cuiaxiang's solution](#)

1908.

1220C

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Quality: 10,815 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings

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1909.

1220B

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Quality: 12,137 global accepts · Rating: 1300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1910.

1647C

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Quality: 13,332 global accepts · Rating: 1300 · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

1911.

1650D

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Quality: 14,722 global accepts · Rating: 1300 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math

[cuiaxiang's solution](#)

1912.

1638C

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Quality: 15,942 global accepts · Rating: 1300 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, math

[cuiaxiang's solution](#)

1913.

600B

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

Quality: 39,185 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cuiaxiang's solution](#)

1914.

1627B

[Not Sitting](#) · [Tutorial](#)

Quality: 17,565 global accepts · Rating: 1300 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings
[cuiaoxiang's solution](#)

1915.

311A

[The Closest Pair](#) · [Tutorial](#)

Quality: 4,225 global accepts · Rating: 1300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cuiaoxiang's solution](#)

1916.

1615B

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Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[cuiaoxiang's solution](#)

1917.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[cuiaoxiang's solution](#)

1918.

1618D

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

Quality: 20,898 global accepts · Rating: 1300 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math
[cuiaoxiang's solution](#)

1919.

1612C

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Quality: 25,816 global accepts · Rating: 1300 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[cuiaoxiang's solution](#)

1920.

1364B

[Most socially-distanced subsequence](#) · [Tutorial](#)

Quality: 26,189 global accepts · Rating: 1300 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[cuiaoxiang's solution](#)

1921.

611B

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

Quality: 11,066 global accepts · Rating: 1300 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[cuiaoxiang's solution](#)

1922.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,125 global accepts · Rating: 1300 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[cuiaoxiang's solution](#)

1923.

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaoxiang's solution](#)

1924.

1601A

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

Quality: 21,100 global accepts · Rating: 1300 · first AC: 2021-10-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number

theory

[cuiaxiang's solution](#)

1925.

1594E1

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

1926.

1574C

[Slay the Dragon](#) · [Tutorial](#)

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

[cuiaxiang's solution](#)

1927.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1928.

1560D

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Quality: 19,459 global accepts · Rating: 1300 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[cuiaxiang's solution](#)

1929.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,087 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation

[cuiaxiang's solution](#)

1930.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force

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1931.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[cuiaxiang's solution](#)

1932.

1547D

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Quality: 18,591 global accepts · Rating: 1300 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[cuiaxiang's solution](#)

1933.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,820 global accepts · Rating: 1300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[cuiaxiang's solution](#)

1934.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,403 global accepts · Rating: 1300 · first AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, two pointers

[cuiaxiang's solution](#)

1935.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,931 global accepts · Rating: 1300 · first AC: 2021-05-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

1936.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,356 global accepts · Rating: 1300 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cuiaxiang's solution](#)

1937.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1938.

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

1939.

276B

[Little Girl and Game](#) · [Tutorial](#)

Quality: 32,110 global accepts · Rating: 1300 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[cuiaxiang's solution](#)

1940.

370B

[Berland Bingo](#) · [Tutorial](#)

Quality: 2,686 global accepts · Rating: 1300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

1941.

371B

[Fox Dividing Cheese](#) · [Tutorial](#)

Quality: 12,536 global accepts · Rating: 1300 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

1942.

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,639 global accepts · Rating: 1300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cuiaxiang's solution](#)

1943.

203B

[Game on Paper](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

1944.

195B

[After Training](#) · [Tutorial](#)

Quality: 5,512 global accepts · Rating: 1300 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[cuiaxiang's solution](#)

1945.

567B

[Berland National Library](#) · [Tutorial](#)

Quality: 8,699 global accepts · Rating: 1300 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

1946.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings

[cuiaoxiang's solution](#)

1947.

471B

[MUH and Important Things](#) · [Tutorial](#)

Quality: 6,205 global accepts · Rating: 1300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

1948.

486B

[OR in Matrix](#) · [Tutorial](#)

Quality: 19,169 global accepts · Rating: 1300 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, implementation

[cuiaoxiang's solution](#)

1949.

509B

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Quality: 9,991 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaoxiang's solution](#)

1950.

478B

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Quality: 41,269 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

1951.

476B

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

Quality: 37,037 global accepts · Rating: 1300 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math, probabilities

[cuiaoxiang's solution](#)

1952.

598B

[Queries on a String](#) · [Tutorial](#)

Quality: 12,207 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

1953.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,762 global accepts · Rating: 1300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

1954.

1454D

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Quality: 22,159 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

1955.

257B

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Quality: 7,777 global accepts · Rating: 1300 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, implementation
[cuiaoxiang's solution](#)

1956.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,723 global accepts · Rating: 1300 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaoxiang's solution](#)

1957.

508B

[Anton and currency you all know](#) · [Tutorial](#)

Quality: 23,989 global accepts · Rating: 1300 · first AC: 2020-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, strings
[cuiaoxiang's solution](#)

1958.

545D

[Queue](#) · [Tutorial](#)

Quality: 29,537 global accepts · Rating: 1300 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[cuiaoxiang's solution](#)

1959.

1366B

[Shuffle](#) · [Tutorial](#)

Quality: 27,965 global accepts · Rating: 1300 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: math, two pointers
[cuiaoxiang's solution](#)

1960.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,854 global accepts · Rating: 1300 · first AC: 2020-10-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

1961.

665C

[Simple Strings](#) · [Tutorial](#)

Quality: 17,246 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
[cuiaoxiang's solution](#)

1962.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[cuiaoxiang's solution](#)

1963.

515B

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 7,763 global accepts · Rating: 1300 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dsu, meet-in-the-middle, number theory
[cuiaoxiang's solution](#)

1964.

610B

[Vika and Squares](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1300 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cuiaoxiang's solution](#)

1965.

670C

[Cinema](#) · [Tutorial](#)

Quality: 10,000 global accepts · Rating: 1300 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[cuiaxiang's solution](#)

1966.

681B

[Economy Game](#) · [Tutorial](#)

Quality: 9,436 global accepts · Rating: 1300 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[cuiaxiang's solution](#)

1967.

1418B

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

Quality: 17,559 global accepts · Rating: 1300 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

1968.

707B

[Bakery](#) · [Tutorial](#)

Quality: 13,603 global accepts · Rating: 1300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[cuiaxiang's solution](#)

1969.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings
[cuiaxiang's solution](#)

1970.

1062A

[A Prank](#) · [Tutorial](#)

Quality: 9,310 global accepts · Rating: 1300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

1971.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,069 global accepts · Rating: 1300 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[cuiaxiang's solution](#)

1972.

612A

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

Quality: 7,839 global accepts · Rating: 1300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[cuiaxiang's solution](#)

1973.

1100B

[Build a Contest](#) · [Tutorial](#)

Quality: 11,775 global accepts · Rating: 1300 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

1974.

617B

[Chocolate](#) · [Tutorial](#)

Quality: 20,020 global accepts · Rating: 1300 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics
[cuiaxiang's solution](#)

1975.

621B

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

Quality: 11,615 global accepts · Rating: 1300 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation
[cuiaxiang's solution](#)

1976.

821B

[Okabe and Banana Trees](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1300 · first AC: 2020-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

1977.

1182B

[Plus from Picture](#) · [Tutorial](#)

Quality: 12,003 global accepts · Rating: 1300 · first AC: 2020-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, implementation, strings

[cuiaoxiang's solution](#)

1978.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

1979.

1155C

[Alarm Clocks Everywhere](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

1980.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

1981.

1178C

[Tiles](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math

[cuiaoxiang's solution](#)

1982.

1178B

[WOW Factor](#) · [Tutorial](#)

Quality: 21,688 global accepts · Rating: 1300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cuiaoxiang's solution](#)

1983.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[cuiaoxiang's solution](#)

1984.

1372B

[Omkar and Last Class of Math](#) · [Tutorial](#)

Quality: 36,401 global accepts · Rating: 1300 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[cuiaoxiang's solution](#)

1985.

1371C

[A Cookie for You](#) · [Tutorial](#)

Quality: 21,370 global accepts · Rating: 1300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaoxiang's solution](#)

1986.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,107 global accepts · Rating: 1300 · first AC: 2020-06-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

1987.

1352D

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

Quality: 29,859 global accepts · Rating: 1300 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1988.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[cuiaoxiang's solution](#)

1989.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math
[cuiaoxiang's solution](#)

1990.

1065B

[Vasya and Isolated Vertices](#) · [Tutorial](#)

Quality: 11,597 global accepts · Rating: 1300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[cuiaoxiang's solution](#)

1991.

965B

[Battleship](#) · [Tutorial](#)

Quality: 4,767 global accepts · Rating: 1300 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

1992.

1294C

[Product of Three Numbers](#) · [Tutorial](#)

Quality: 46,287 global accepts · Rating: 1300 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

1993.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-02 · last AC: 2020-01-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

1994.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 1300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[cuiaoxiang's solution](#)

1995.

1265B

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

Quality: 13,525 global accepts · Rating: 1300 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[cuiaoxiang's solution](#)

1996.

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,420 global accepts · Rating: 1300 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[cuiaoxiang's solution](#)

1997.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[cuiaoxiang's solution](#)

1998.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,099 global accepts · Rating: 1300 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

1999.

1165C

[Good String](#) · [Tutorial](#)

Quality: 14,402 global accepts · Rating: 1300 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2000.

1260B

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

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cuiaoxiang's solution](#)

2001.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaoxiang's solution](#)

2002.

1249B2

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

Quality: 18,396 global accepts · Rating: 1300 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, math

[cuiaoxiang's solution](#)

2003.

1249C1

[Good Numbers \(easy version\)](#) · [Tutorial](#)

Quality: 16,558 global accepts · Rating: 1300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaoxiang's solution](#)

2004.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2005.

1216D

[Swords](#) · [Tutorial](#)

Quality: 12,217 global accepts · Rating: 1300 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

2006.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[cuiaoxiang's solution](#)

2007.

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[cuiaoxiang's solution](#)

2008.

1203C

[Common Divisors](#) · [Tutorial](#)

Quality: 24,262 global accepts · Rating: 1300 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

2009.

1174C

[Ehab and a Special Coloring Problem](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 1300 · first AC: 2019-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory
[cuiaoxiang's solution](#)

2010.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,600 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

2011.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2012.

1187B

[Letters Shop](#) · [Tutorial](#)

Quality: 12,895 global accepts · Rating: 1300 · first AC: 2019-07-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, strings
[cuiaoxiang's solution](#)

2013.

1176C

[Lose it!](#) · [Tutorial](#)

Quality: 15,099 global accepts · Rating: 1300 · first AC: 2019-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[cuiaoxiang's solution](#)

2014.

1157C1

[Increasing Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 13,458 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2015.

1157B

[Long Number](#) · [Tutorial](#)

Quality: 15,637 global accepts · Rating: 1300 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2016.

1101B

[Accordion](#) · [Tutorial](#)

Quality: 11,117 global accepts · Rating: 1300 · first AC: 2019-04-11 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[cuiaoxiang's solution](#)

2017.

1119B

[Alyona and a Narrow Fridge](#) · [Tutorial](#)

Quality: 16,372 global accepts · Rating: 1300 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, greedy, sortings
[cuiaoxiang's solution](#)

2018.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force
[cuiaoxiang's solution](#)

2019.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math
[cuiaoxiang's solution](#)

2020.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2021.

1004B

[Sonya and Exhibition](#) · [Tutorial](#)

Quality: 9,935 global accepts · Rating: 1300 · first AC: 2019-03-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cuiaoxiang's solution](#)

2022.

1077C

[Good Array](#) · [Tutorial](#)

Quality: 25,608 global accepts · Rating: 1300 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

2023.

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings, two pointers
[cuiaoxiang's solution](#)

2024.

1076C

[Meme Problem](#) · [Tutorial](#)

Quality: 13,426 global accepts · Rating: 1300 · first AC: 2019-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math
[cuiaoxiang's solution](#)

2025.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, strings
[cuiaoxiang's solution](#)

2026.

1063A

[Oh Those Palindromes](#) · [Tutorial](#)

Quality: 11,056 global accepts · Rating: 1300 · first AC: 2018-10-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[cuiaoxiang's solution](#)

2027.

1030C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Quality: 9,925 global accepts · Rating: 1300 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2028.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

2029.

1037C

[Equalize](#) · [Tutorial](#)

Quality: 20,112 global accepts · Rating: 1300 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[cuiaoxiang's solution](#)

2030.

1037B

[Reach Median](#) · [Tutorial](#)

Quality: 10,878 global accepts · Rating: 1300 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2031.

1037A

[Packets](#) · [Tutorial](#)

Quality: 11,831 global accepts · Rating: 1300 · first AC: 2018-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

2032.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2018-09-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[cuiaoxiang's solution](#)

2033.

1029A

[Many Equal Substrings](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1300 · first AC: 2018-08-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

2034.

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2018-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

2035.

1005C

[Summarize to the Power of Two](#) · [Tutorial](#)

Quality: 13,055 global accepts · Rating: 1300 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation
[cuiaoxiang's solution](#)

2036.

982B

[Bus of Characters](#) · [Tutorial](#)

Quality: 8,949 global accepts · Rating: 1300 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation
[cuiaoxiang's solution](#)

2037.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

2038.

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,035 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaoxiang's solution](#)

2039.

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2040.

932B

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

Quality: 9,262 global accepts · Rating: 1300 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar

[cuiaxiang's solution](#)

2041.

922A

[Cloning Toys](#) · [Tutorial](#)

Quality: 12,603 global accepts · Rating: 1300 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2042.

922B

[Magic Forest](#) · [Tutorial](#)

Quality: 9,449 global accepts · Rating: 1300 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force

[cuiaxiang's solution](#)

2043.

919C

[Seat Arrangements](#) · [Tutorial](#)

Quality: 9,430 global accepts · Rating: 1300 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2044.

915B

[Browser](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1300 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2045.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2018-01-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory

[cuiaxiang's solution](#)

2046.

900B

[Position in Fraction](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1300 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2047.

893C

[Rumor](#) · [Tutorial](#)

Quality: 28,279 global accepts · Rating: 1300 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy

[cuiaxiang's solution](#)

2048.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2049.

883F

[Lost in Transliteration](#) · [Tutorial](#)

Quality: 2,385 global accepts · Rating: 1300 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2050.

870C

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

Quality: 9,767 global accepts · Rating: 1300 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[cuiaxiang's solution](#)

2051.

862B

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

Quality: 25,657 global accepts · Rating: 1300 · first AC: 2017-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cuiaxiang's solution](#)

2052.

625C

[K-special Tables](#) · [Tutorial](#)

Quality: 7,170 global accepts · Rating: 1300 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

2053.

493A

[Vasya and Football](#) · [Tutorial](#)

Quality: 6,449 global accepts · Rating: 1300 · first AC: 2017-06-10 · last AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2054.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

2055.

808B

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

Quality: 14,881 global accepts · Rating: 1300 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[cuiaxiang's solution](#)

2056.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2017-04-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings

[cuiaxiang's solution](#)

2057.

796B

[Find The Bone](#) · [Tutorial](#)

Quality: 9,735 global accepts · Rating: 1300 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2058.

792B

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

Quality: 6,554 global accepts · Rating: 1300 · first AC: 2017-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2059.

770B

[Maximize Sum of Digits](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 1300 · first AC: 2017-03-27 · Java 8 (first AC) · Tags: *special, implementation, math

[cuiaxiang's solution](#)

2060.

755C

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

Quality: 15,005 global accepts · Rating: 1300 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, interactive, trees

[cuiaxiang's solution](#)

2061.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2017-03-14 · last AC: 2017-03-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

2062.

673B

[Problems for Round](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1300 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

2063.

740A

[Alyona and copybooks](#) · [Tutorial](#)

Quality: 9,168 global accepts · Rating: 1300 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

2064.

777B

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

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings
[cuiaxiang's solution](#)

2065.

747C

[Servers](#) · [Tutorial](#)

Quality: 5,027 global accepts · Rating: 1300 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2066.

630N

[Forecast](#) · [Tutorial](#)

Quality: 5,225 global accepts · Rating: 1300 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

2067.

630F

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

Quality: 8,049 global accepts · Rating: 1300 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

2068.

722A

[Broken Clock](#) · [Tutorial](#)

Quality: 6,961 global accepts · Rating: 1300 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

2069.

659B

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

Quality: 6,624 global accepts · Rating: 1300 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[cuiaxiang's solution](#)

2070.

633B

[A Trivial Problem](#) · [Tutorial](#)

Quality: 7,239 global accepts · Rating: 1300 · first AC: 2016-03-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math, number theory
[cuiaxiang's solution](#)

2071.

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, strings
[cuiaxiang's solution](#)

2072.

558B

[Amr and The Large Array](#) · [Tutorial](#)

Quality: 8,361 global accepts · Rating: 1300 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2073.

519C

[A and B and Team Training](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1300 · first AC: 2015-03-10 · GNU C++0x (first AC) · Tags: greedy, implementation, math, number theory

[cuiaoxiang's solution](#)

2074.

469B

[Chat Online](#) · [Tutorial](#)

Quality: 13,354 global accepts · Rating: 1300 · first AC: 2014-09-22 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2075.

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,886 global accepts · Rating: 1300 · first AC: 2014-07-27 · GNU C++0x (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

2076.

332A

[Down the Hatch!](#) · [Tutorial](#)

Quality: 3,725 global accepts · Rating: 1300 · first AC: 2013-08-10 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2077.

318B

[Strings of Power](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1300 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: implementation, strings, two pointers

[cuiaoxiang's solution](#)

2078.

291B

[Command Line Arguments](#) · [Tutorial](#)

Quality: 3,087 global accepts · Rating: 1300 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, implementation, strings

[cuiaoxiang's solution](#)

2079.

288A

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

Quality: 6,754 global accepts · Rating: 1300 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2080.

246B

[Increase and Decrease](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1300 · first AC: 2012-12-31 · GNU C++ (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

2081.

234C

[Weather](#) · [Tutorial](#)

Quality: 5,948 global accepts · Rating: 1300 · first AC: 2012-11-10 · GNU C++0x (first AC) · Tags: dp, implementation

[cuiaoxiang's solution](#)

2082.

238A

[Not Wool Sequences](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++0x (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

2083.

241A

[Old Peykan](#) · [Tutorial](#)

Quality: 2,410 global accepts · Rating: 1300 · first AC: 2012-11-04 · GNU C++0x (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2084.

236B

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

Quality: 16,946 global accepts · Rating: 1300 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: implementation, number theory
[cuiaoxiang's solution](#)

2085.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,848 global accepts · Rating: 1300 · first AC: 2012-10-03 · GNU C++0x (first AC) · Tags: binary search, implementation, math, number theory
[cuiaoxiang's solution](#)

2086.

222B

[Cosmic Tables](#) · [Tutorial](#)

Quality: 6,567 global accepts · Rating: 1300 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

2087.

220A

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

Quality: 13,119 global accepts · Rating: 1300 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: implementation, sortings
[cuiaoxiang's solution](#)

2088.

185A

[Plant](#) · [Tutorial](#)

Quality: 6,522 global accepts · Rating: 1300 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: math
[cuiaoxiang's solution](#)

2089.

173A

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

Quality: 2,516 global accepts · Rating: 1300 · first AC: 2012-04-07 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

2090.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, brute force
[cuiaoxiang's solution](#)

2091.

171B

[Star](#) · [Tutorial](#)

Quality: 4,758 global accepts · Rating: 1300 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, combinatorics
[cuiaoxiang's solution](#)

2092.

161A

[Dress'em in Vests!](#) · [Tutorial](#)

Quality: 5,478 global accepts · Rating: 1300 · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: binary search, brute force, greedy, two pointers
[cuiaoxiang's solution](#)

2093.

152B

[Steps](#) · [Tutorial](#)

Quality: 7,388 global accepts · Rating: 1300 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: binary search, implementation
[cuiaoxiang's solution](#)

2094.

144B

[Meeting](#) · [Tutorial](#)

Quality: 5,685 global accepts · Rating: 1300 · first AC: 2012-01-30 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2095.

146B

[Lucky Mask](#) · [Tutorial](#)

Quality: 4,974 global accepts · Rating: 1300 · first AC: 2012-01-25 · GNU C++ (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

2096.

83A

[Magical Array](#) · [Tutorial](#)

Quality: 6,858 global accepts · Rating: 1300 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: math
[cuiaoxiang's solution](#)

2097.

70A

[Cookies](#) · [Tutorial](#)

Quality: 3,560 global accepts · Rating: 1300 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: math
[cuiaoxiang's solution](#)

2098.

71B

[Progress Bar](#) · [Tutorial](#)

Quality: 5,277 global accepts · Rating: 1300 · first AC: 2011-03-30 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

2099.

61B

[Hard Work](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1300 · first AC: 2011-03-02 · GNU C++ (first AC) · Tags: strings
[cuiaoxiang's solution](#)

2100.

62A

[A Student's Dream](#) · [Tutorial](#)

Quality: 3,774 global accepts · Rating: 1300 · first AC: 2011-02-27 · GNU C++ (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

2101.

60A

[Where Are My Flakes?](#) · [Tutorial](#)

Quality: 4,284 global accepts · Rating: 1300 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: implementation, two pointers
[cuiaoxiang's solution](#)

2102.

56B

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

Quality: 4,024 global accepts · Rating: 1300 · first AC: 2011-01-25 · last AC: 2011-02-09 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2103.

51A

[Cheaterius's Problem](#) · [Tutorial](#)

Quality: 2,086 global accepts · Rating: 1300 · first AC: 2011-02-07 · Python 2 (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2104.

58B

[Coins](#) · [Tutorial](#)

Quality: 13,231 global accepts · Rating: 1300 · first AC: 2011-02-05 · last AC: 2011-02-06 · GNU C++ (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2105.

54A

[Presents](#) · [Tutorial](#)

Quality: 2,546 global accepts · Rating: 1300 · first AC: 2011-02-06 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2106.

57A

[Square Earth?](#) · [Tutorial](#)

Quality: 3,256 global accepts · Rating: 1300 · first AC: 2011-02-05 · GNU C++ (first AC) · Tags: dfs and similar, greedy, implementation
[cuiaoxiang's solution](#)

2107.

39B

[Company Income Growth](#) · [Tutorial](#)

Quality: 3,098 global accepts · Rating: 1300 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2108.

39F

[Pacifist frogs](#) · [Tutorial](#)

Quality: 1,962 global accepts · Rating: 1300 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2109.

39H

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

Quality: 3,127 global accepts · Rating: 1300 · first AC: 2010-10-24 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2110.

36A

[Extra-terrestrial Intelligence](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1300 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2111.

4C

[Registration System](#) · [Tutorial](#)

Quality: 108,194 global accepts · Rating: 1300 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: data structures, hashing, implementation
[cuiaoxiang's solution](#)

2112.

2126E

[G-C-D, Unlucky!](#) · [Tutorial](#)

Quality: 17,024 global accepts · Rating: 1400 · first AC: 2026-02-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

2113.

2158C

[Annoying Game](#) · [Tutorial](#)

Quality: 11,071 global accepts · Rating: 1400 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, games, greedy
[cuiaoxiang's solution](#)

2114.

2171D

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

Quality: 11,585 global accepts · Rating: 1400 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, implementation, trees
[cuiaoxiang's solution](#)

2115.

2162D

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

Quality: 12,368 global accepts · Rating: 1400 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[cuiaoxiang's solution](#)

2116.

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,127 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy
[cuiaoxiang's solution](#)

2117.

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1400 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[cuiaoxiang's solution](#)

2118.

1951C

[Ticket Hoarding](#) · [Tutorial](#)

Quality: 13,773 global accepts · Rating: 1400 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math, sortings

[cuiaoxiang's solution](#)

2119.

2110C

[Racing](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1400 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

2120.

2104D

[Array and GCD](#) · [Tutorial](#)

Quality: 13,232 global accepts · Rating: 1400 · first AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, number theory

[cuiaoxiang's solution](#)

2121.

2093D

[Skibidi Table](#) · [Tutorial](#)

Quality: 12,276 global accepts · Rating: 1400 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, implementation

[cuiaoxiang's solution](#)

2122.

2074D

[Counting Points](#) · [Tutorial](#)

Quality: 12,066 global accepts · Rating: 1400 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, geometry, implementation, two pointers

[cuiaoxiang's solution](#)

2123.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,988 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[cuiaoxiang's solution](#)

2124.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,925 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[cuiaoxiang's solution](#)

2125.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[cuiaoxiang's solution](#)

2126.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math

[cuiaoxiang's solution](#)

2127.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,177 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings, two pointers

[cuiaxiang's solution](#)

2128.

1772D

[Absolute Sorting](#) · [Tutorial](#)

Quality: 18,511 global accepts · Rating: 1400 · first AC: 2024-10-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

2129.

2033E

[Sakurako, Kosuke, and the Permutation](#) · [Tutorial](#)

Quality: 14,142 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy, math

[cuiaxiang's solution](#)

2130.

2033C

[Sakurako's Field Trip](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 1400 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, two pointers

[cuiaxiang's solution](#)

2131.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,976 global accepts · Rating: 1400 · first AC: 2024-09-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings

[cuiaxiang's solution](#)

2132.

2009E

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

Quality: 17,670 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search

[cuiaxiang's solution](#)

2133.

2009D

[Satyam and Counting](#) · [Tutorial](#)

Quality: 18,778 global accepts · Rating: 1400 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

2134.

2008F

[Sakurako's Box](#) · [Tutorial](#)

Quality: 15,669 global accepts · Rating: 1400 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[cuiaxiang's solution](#)

2135.

2000E

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Quality: 16,224 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[cuiaxiang's solution](#)

2136.

1980D

[GCD-sequence](#) · [Tutorial](#)

Quality: 17,380 global accepts · Rating: 1400 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, math, number theory

[cuiaxiang's solution](#)

2137.

1974D

[Ingenuity-2](#) · [Tutorial](#)

Quality: 17,799 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaxiang's solution](#)

2138.

1974C

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Quality: 19,043 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[cuiaxiang's solution](#)

2139.

1838C

[No Prime Differences](#) · [Tutorial](#)

Quality: 17,323 global accepts · Rating: 1400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

2140.

1923C

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Quality: 18,458 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

2141.

1883G1

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

Quality: 19,563 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers

[cuiaxiang's solution](#)

2142.

1883F

[You Are So Beautiful](#) · [Tutorial](#)

Quality: 11,865 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaxiang's solution](#)

2143.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2144.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,931 global accepts · Rating: 1400 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[cuiaxiang's solution](#)

2145.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,287 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[cuiaxiang's solution](#)

2146.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,743 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, math, sortings

[cuiaxiang's solution](#)

2147.

1927E

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

Quality: 17,058 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, two pointers

[cuiaoxiang's solution](#)

2148.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,673 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, implementation, math

[cuiaoxiang's solution](#)

2149.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings

[cuiaoxiang's solution](#)

2150.

1919C

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

Quality: 28,592 global accepts · Rating: 1400 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cuiaoxiang's solution](#)

2151.

369B

[Valera and Contest](#) · [Tutorial](#)

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

2152.

1914E1

[Game with Marbles \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,245 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, sortings

[cuiaoxiang's solution](#)

2153.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,752 global accepts · Rating: 1400 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, sortings

[cuiaoxiang's solution](#)

2154.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

2155.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,481 global accepts · Rating: 1400 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

2156.

1907D

[Jumping Through Segments](#) · [Tutorial](#)

Quality: 23,583 global accepts · Rating: 1400 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms

[cuiaoxiang's solution](#)

2157.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[cuiaoxiang's solution](#)

2158.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,240 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

2159.

1893A

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

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[cuiaoxiang's solution](#)

2160.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,033 global accepts · Rating: 1400 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[cuiaoxiang's solution](#)

2161.

550B

[Preparing Olympiad](#) · [Tutorial](#)

Quality: 27,461 global accepts · Rating: 1400 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[cuiaoxiang's solution](#)

2162.

1878E

[Iva & Pav](#) · [Tutorial](#)

Quality: 20,969 global accepts · Rating: 1400 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[cuiaoxiang's solution](#)

2163.

1866B

[Battling with Numbers](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1400 · first AC: 2023-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[cuiaoxiang's solution](#)

2164.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

2165.

1860C

[Game on Permutation](#) · [Tutorial](#)

Quality: 15,570 global accepts · Rating: 1400 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, games, greedy

[cuiaoxiang's solution](#)

2166.

1847C

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

Quality: 14,763 global accepts · Rating: 1400 · first AC: 2023-07-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[cuiaoxiang's solution](#)

2167.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,792 global accepts · Rating: 1400 · first AC: 2023-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, strings
[cuiaxiang's solution](#)

2168.

1840D

[Wooden Toy Festival](#) · [Tutorial](#)

Quality: 16,311 global accepts · Rating: 1400 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[cuiaxiang's solution](#)

2169.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,979 global accepts · Rating: 1400 · first AC: 2023-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

2170.

1833D

[Flipper](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1400 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[cuiaxiang's solution](#)

2171.

641B

[Little Artem and Matrix](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 1400 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2172.

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

2173.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,179 global accepts · Rating: 1400 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry, math
[cuiaxiang's solution](#)

2174.

1800E1

[Unforgivable Curse \(easy version\)](#) · [Tutorial](#)

Quality: 15,588 global accepts · Rating: 1400 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, strings
[cuiaxiang's solution](#)

2175.

1790E

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

Quality: 17,333 global accepts · Rating: 1400 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms
[cuiaxiang's solution](#)

2176.

1771B

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

Quality: 21,340 global accepts · Rating: 1400 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers
[cuiaxiang's solution](#)

2177.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,447 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy
[cuiaxiang's solution](#)

2178.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,262 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[cuiaxiang's solution](#)

2179.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cuiaxiang's solution](#)

2180.

1759D

[Make It Round](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1400 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory
[cuiaxiang's solution](#)

2181.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings
[cuiaxiang's solution](#)

2182.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cuiaxiang's solution](#)

2183.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings
[cuiaxiang's solution](#)

2184.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,735 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation
[cuiaxiang's solution](#)

2185.

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,934 global accepts · Rating: 1400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings
[cuiaxiang's solution](#)

2186.

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,032 global accepts · Rating: 1400 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaxiang's solution](#)

2187.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[cuiaxiang's solution](#)

2188.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2022-08-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[cuiaxiang's solution](#)

2189.

1714E

[Add Modulo 10](#) · [Tutorial](#)

Quality: 23,534 global accepts · Rating: 1400 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[cuiaxiang's solution](#)

2190.

1057B

[DDoS](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 1400 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, brute force
[cuiaxiang's solution](#)

2191.

1705C

[Mark and His Unfinished Essay](#) · [Tutorial](#)

Quality: 14,581 global accepts · Rating: 1400 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

2192.

1701C

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

Quality: 23,844 global accepts · Rating: 1400 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, two pointers
[cuiaxiang's solution](#)

2193.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cuiaxiang's solution](#)

2194.

1697C

[awoo's Favorite Problem](#) · [Tutorial](#)

Quality: 15,801 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, implementation, strings, two pointers
[cuiaxiang's solution](#)

2195.

1692G

[2^Sort](#) · [Tutorial](#)

Quality: 26,413 global accepts · Rating: 1400 · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings, two pointers
[cuiaxiang's solution](#)

2196.

1691C

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

Quality: 17,225 global accepts · Rating: 1400 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings
[cuiaxiang's solution](#)

2197.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

2198.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[cuiaxiang's solution](#)

2199.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[cuiaxiang's solution](#)

2200.

1676H1

[Maximum Crossings \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,327 global accepts · Rating: 1400 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[cuiaxiang's solution](#)

2201.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[cuiaxiang's solution](#)

2202.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,248 global accepts · Rating: 1400 · first AC: 2020-05-19 · last AC: 2022-04-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2203.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,599 global accepts · Rating: 1400 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

2204.

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[cuiaxiang's solution](#)

2205.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[cuiaxiang's solution](#)

2206.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cuiaxiang's solution](#)

2207.

1088C

[Ehab and a 2-operation task](#) · [Tutorial](#)

Quality: 8,519 global accepts · Rating: 1400 · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

2208.

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,256 global accepts · Rating: 1400 · first AC: 2019-08-05 · last AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[cuiaoxiang's solution](#)

2209.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[cuiaoxiang's solution](#)

2210.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers
[cuiaoxiang's solution](#)

2211.

1627C

[Not Assigning](#) · [Tutorial](#)

Quality: 16,243 global accepts · Rating: 1400 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, number theory, trees
[cuiaoxiang's solution](#)

2212.

1624D

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

Quality: 19,081 global accepts · Rating: 1400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, strings
[cuiaoxiang's solution](#)

2213.

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[cuiaoxiang's solution](#)

2214.

1605C

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

Quality: 18,857 global accepts · Rating: 1400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[cuiaoxiang's solution](#)

2215.

358A

[Dima and Continuous Line](#) · [Tutorial](#)

Quality: 8,142 global accepts · Rating: 1400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

2216.

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[cuiaoxiang's solution](#)

2217.

1167B

[Lost Numbers](#) · [Tutorial](#)

Quality: 16,472 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, interactive, math

[cuiaoxiang's solution](#)

2218.

1167C

[News Distribution](#) · [Tutorial](#)

Quality: 26,010 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[cuiaoxiang's solution](#)

2219.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[cuiaoxiang's solution](#)

2220.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,425 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[cuiaoxiang's solution](#)

2221.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[cuiaoxiang's solution](#)

2222.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[cuiaoxiang's solution](#)

2223.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,666 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cuiaoxiang's solution](#)

2224.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[cuiaoxiang's solution](#)

2225.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,726 global accepts · Rating: 1400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[cuiaoxiang's solution](#)

2226.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,738 global accepts · Rating: 1400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

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2227.

1520E

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

Quality: 28,614 global accepts · Rating: 1400 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cuiaxiang's solution](#)

2228.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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2229.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,472 global accepts · Rating: 1400 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, number theory, sortings
[cuiaxiang's solution](#)

2230.

81A

[Plug-in](#) · [Tutorial](#)

Quality: 13,914 global accepts · Rating: 1400 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2231.

279B

[Books](#) · [Tutorial](#)

Quality: 72,461 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, two pointers
[cuiaxiang's solution](#)

2232.

279A

[Point on Spiral](#) · [Tutorial](#)

Quality: 5,917 global accepts · Rating: 1400 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation
[cuiaxiang's solution](#)

2233.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,113 global accepts · Rating: 1400 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math
[cuiaxiang's solution](#)

2234.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[cuiaxiang's solution](#)

2235.

1506D

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

Quality: 25,543 global accepts · Rating: 1400 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy
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2236.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation
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2237.

472C

[Design Tutorial: Make It Nondeterministic](#) · [Tutorial](#)

Quality: 6,517 global accepts · Rating: 1400 · first AC: 2021-03-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2238.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,995 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cuiaoxiang's solution](#)

2239.

713A

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

Quality: 8,865 global accepts · Rating: 1400 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

2240.

141B

[Hopscotch](#) · [Tutorial](#)

Quality: 5,789 global accepts · Rating: 1400 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cuiaoxiang's solution](#)

2241.

245E

[Mishap in Club](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 1400 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

2242.

219B

[Special Offer! Super Price 999 Bourles!](#) · [Tutorial](#)

Quality: 6,150 global accepts · Rating: 1400 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2243.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,214 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, math

[cuiaoxiang's solution](#)

2244.

203C

[Photographer](#) · [Tutorial](#)

Quality: 6,063 global accepts · Rating: 1400 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2245.

770D

[Draw Brackets!](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 1400 · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[cuiaoxiang's solution](#)

2246.

272B

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

Quality: 4,290 global accepts · Rating: 1400 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

2247.

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,686 global accepts · Rating: 1400 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

2248.

180C

[Letter](#) · [Tutorial](#)

Quality: 8,561 global accepts · Rating: 1400 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaxiang's solution](#)

2249.

401C

[Team](#) · [Tutorial](#)

Quality: 21,703 global accepts · Rating: 1400 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaxiang's solution](#)

2250.

581C

[Developing Skills](#) · [Tutorial](#)

Quality: 7,595 global accepts · Rating: 1400 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings
[cuiaxiang's solution](#)

2251.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,510 global accepts · Rating: 1400 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

2252.

363C

[Fixing Typos](#) · [Tutorial](#)

Quality: 14,103 global accepts · Rating: 1400 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

2253.

475B

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

Quality: 9,249 global accepts · Rating: 1400 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation
[cuiaxiang's solution](#)

2254.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,169 global accepts · Rating: 1400 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[cuiaxiang's solution](#)

2255.

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[cuiaxiang's solution](#)

2256.

1462D

[Add to Neighbour and Remove](#) · [Tutorial](#)

Quality: 18,137 global accepts · Rating: 1400 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[cuiaxiang's solution](#)

2257.

1453B

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

Quality: 14,063 global accepts · Rating: 1400 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cuiaxiang's solution](#)

2258.

1456A

[Bouncing Ball](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[cuiaxiang's solution](#)

2259.

507B

[Amr and Pins](#) · [Tutorial](#)

Quality: 26,686 global accepts · Rating: 1400 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

2260.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,297 global accepts · Rating: 1400 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[cuiaxiang's solution](#)

2261.

1452B

[Toy Blocks](#) · [Tutorial](#)

Quality: 15,493 global accepts · Rating: 1400 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[cuiaxiang's solution](#)

2262.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

2263.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[cuiaxiang's solution](#)

2264.

514B

[Han Solo and Lazer Gun](#) · [Tutorial](#)

Quality: 22,638 global accepts · Rating: 1400 · first AC: 2020-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, implementation, math

[cuiaxiang's solution](#)

2265.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,459 global accepts · Rating: 1400 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

2266.

525B

[Pasha and String](#) · [Tutorial](#)

Quality: 10,224 global accepts · Rating: 1400 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, strings

[cuiaxiang's solution](#)

2267.

515C

[Brazil and Factorial](#) · [Tutorial](#)

Quality: 28,710 global accepts · Rating: 1400 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

2268.

670D1

[Magic Powder - 1](#) · [Tutorial](#)

Quality: 23,995 global accepts · Rating: 1400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[cuiaxiang's solution](#)

2269.

675B

[Restoring Painting](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

2270.

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,490 global accepts · Rating: 1400 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[cuiaxiang's solution](#)

2271.

911C

[Three Garlands](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1400 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms

[cuiaxiang's solution](#)

2272.

955B

[Not simply beatiful strings](#) · [Tutorial](#)

Quality: 5,163 global accepts · Rating: 1400 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2273.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

2274.

612C

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

Quality: 9,861 global accepts · Rating: 1400 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, math

[cuiaxiang's solution](#)

2275.

752C

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

Rating: 1400 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, shortest paths

[cuiaxiang's solution](#)

2276.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cuiaxiang's solution](#)

2277.

632B

[Alice, Bob, Two Teams](#) · [Tutorial](#)

Quality: 4,391 global accepts · Rating: 1400 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[cuiaxiang's solution](#)

2278.

402B

[Trees in a Row](#) · [Tutorial](#)

Quality: 3,993 global accepts · Rating: 1400 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2279.

762B

[USB vs. PS/2](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1400 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings, two pointers

[cuiaoxiang's solution](#)

2280.

762A

[k-th divisor](#) · [Tutorial](#)

Quality: 25,807 global accepts · Rating: 1400 · first AC: 2017-03-24 · last AC: 2020-08-26 · GNU C++11 (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

2281.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[cuiaoxiang's solution](#)

2282.

1184B1

[The Doctor Meets Vader \(Easy\)](#) · [Tutorial](#)

Quality: 6,222 global accepts · Rating: 1400 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[cuiaoxiang's solution](#)

2283.

1374D

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Quality: 31,098 global accepts · Rating: 1400 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings, two pointers

[cuiaoxiang's solution](#)

2284.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,873 global accepts · Rating: 1400 · first AC: 2020-06-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings, two pointers

[cuiaoxiang's solution](#)

2285.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,143 global accepts · Rating: 1400 · first AC: 2020-06-20 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[cuiaoxiang's solution](#)

2286.

1354C1

[Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 16,357 global accepts · Rating: 1400 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math, ternary search

[cuiaoxiang's solution](#)

2287.

1351C

[Skier](#) · [Tutorial](#)

Quality: 9,293 global accepts · Rating: 1400 · first AC: 2020-05-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

2288.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,100 global accepts · Rating: 1400 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings, two pointers

[cuiaoxiang's solution](#)

2289.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[cuiaoxiang's solution](#)

2290.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[cuiaoxiang's solution](#)

2291.

313C

[Ilya and Matrix](#) · [Tutorial](#)

Quality: 5,944 global accepts · Rating: 1400 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[cuiaoxiang's solution](#)

2292.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

2293.

868B

[Race Against Time](#) · [Tutorial](#)

Quality: 3,908 global accepts · Rating: 1400 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2294.

1251B

[Binary Palindromes](#) · [Tutorial](#)

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

2295.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,145 global accepts · Rating: 1400 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cuiaoxiang's solution](#)

2296.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[cuiaoxiang's solution](#)

2297.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cuiaoxiang's solution](#)

2298.

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

2299.

1282B1

[K for the Price of One \(Easy Version\)](#) · [Tutorial](#)

Quality: 12,151 global accepts · Rating: 1400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cuiaoxiang's solution](#)

2300.

388A

[Fox and Box Accumulation](#) · [Tutorial](#)

Quality: 11,939 global accepts · Rating: 1400 · first AC: 2019-12-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2301.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[cuiaoxiang's solution](#)

2302.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

2303.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2304.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

2305.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,355 global accepts · Rating: 1400 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, implementation

[cuiaoxiang's solution](#)

2306.

1214A

[Optimal Currency Exchange](#) · [Tutorial](#)

Quality: 9,492 global accepts · Rating: 1400 · first AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

2307.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

2308.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,843 global accepts · Rating: 1400 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuiaoxiang's solution](#)

2309.

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,431 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2310.

1183C

[Computer Game](#) · [Tutorial](#)

Quality: 15,046 global accepts · Rating: 1400 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[cuiaxiang's solution](#)

2311.

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

2312.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

2313.

1144D

[Equalize Them All](#) · [Tutorial](#)

Quality: 10,839 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

2314.

851B

[Arpa and an exam about geometry](#) · [Tutorial](#)

Quality: 5,892 global accepts · Rating: 1400 · first AC: 2019-03-10 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

2315.

1130C

[Connect](#) · [Tutorial](#)

Quality: 9,412 global accepts · Rating: 1400 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu

[cuiaxiang's solution](#)

2316.

1102B

[Array K-Coloring](#) · [Tutorial](#)

Quality: 11,153 global accepts · Rating: 1400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2317.

898C

[Phone Numbers](#) · [Tutorial](#)

Quality: 5,793 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

2318.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2319.

1066C

[Books Queries](#) · [Tutorial](#)

Quality: 10,359 global accepts · Rating: 1400 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2320.

1110B

[Tape](#) · [Tutorial](#)

Quality: 16,601 global accepts · Rating: 1400 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2321.

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2322.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy
[cuiaxiang's solution](#)

2323.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

2324.

988C

[Equal Sums](#) · [Tutorial](#)

Quality: 11,136 global accepts · Rating: 1400 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[cuiaxiang's solution](#)

2325.

981C

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

Quality: 6,857 global accepts · Rating: 1400 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, trees
[cuiaxiang's solution](#)

2326.

978E

[Bus Video System](#) · [Tutorial](#)

Quality: 10,594 global accepts · Rating: 1400 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

2327.

977D

[Divide by three, multiply by two](#) · [Tutorial](#)

Quality: 20,529 global accepts · Rating: 1400 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, sortings
[cuiaxiang's solution](#)

2328.

719B

[Anatoly and Cockroaches](#) · [Tutorial](#)

Quality: 8,819 global accepts · Rating: 1400 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

2329.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2018-05-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search
[cuiaxiang's solution](#)

2330.

958D1

[Hyperspace Jump \(easy\)](#) · [Tutorial](#)

Quality: 2,233 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, math
[cuiaxiang's solution](#)

2331.

958A1

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

Quality: 1,854 global accepts · Rating: 1400 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2332.

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[cuiaxiang's solution](#)

2333.

961C

[Chessboard](#) · [Tutorial](#)

Quality: 5,638 global accepts · Rating: 1400 · first AC: 2018-04-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, implementation

[cuiaxiang's solution](#)

2334.

920C

[Swap Adjacent Elements](#) · [Tutorial](#)

Quality: 9,974 global accepts · Rating: 1400 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math, sortings, two pointers

[cuiaxiang's solution](#)

2335.

844C

[Sorting by Subsequences](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-11-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[cuiaxiang's solution](#)

2336.

888C

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

Quality: 8,985 global accepts · Rating: 1400 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, two pointers

[cuiaxiang's solution](#)

2337.

799B

[T-shirt buying](#) · [Tutorial](#)

Quality: 10,177 global accepts · Rating: 1400 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuiaxiang's solution](#)

2338.

710B

[Optimal Point on a Line](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 1400 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, sortings

[cuiaxiang's solution](#)

2339.

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[cuiaxiang's solution](#)

2340.

602B

[Approximating a Constant Range](#) · [Tutorial](#)

Quality: 12,079 global accepts · Rating: 1400 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, two pointers

[cuiaxiang's solution](#)

2341.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2017-06-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cuiaxiang's solution](#)

2342.

711B

[Chris and Magic Square](#) · [Tutorial](#)

Quality: 8,639 global accepts · Rating: 1400 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

2343.

493B

[Vasya and Wrestling](#) · [Tutorial](#)

Quality: 14,069 global accepts · Rating: 1400 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2344.

802J1

[Send the Fool Further! \(easy\)](#) · [Tutorial](#)

Quality: 6,534 global accepts · Rating: 1400 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[cuiaxiang's solution](#)

2345.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaxiang's solution](#)

2346.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation
[cuiaxiang's solution](#)

2347.

699C

[Vacations](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cuiaxiang's solution](#)

2348.

699B

[One Bomb](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 1400 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2349.

804B

[Minimum number of steps](#) · [Tutorial](#)

Quality: 10,163 global accepts · Rating: 1400 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, implementation, math
[cuiaxiang's solution](#)

2350.

803A

[Maximal Binary Matrix](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: 1400 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

2351.

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,335 global accepts · Rating: 1400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation
[cuiaxiang's solution](#)

2352.

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,381 global accepts · Rating: 1400 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaxiang's solution](#)

2353.

745B

[Hongcow Solves A Puzzle](#) · [Tutorial](#)

Quality: 3,878 global accepts · Rating: 1400 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2354.

757B

[Bash's Big Day](#) · [Tutorial](#)

Quality: 11,426 global accepts · Rating: 1400 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory

[cuiaoxiang's solution](#)

2355.

630L

[Cracking the Code](#) · [Tutorial](#)

Quality: 4,055 global accepts · Rating: 1400 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

2356.

630H

[Benches](#) · [Tutorial](#)

Quality: 5,666 global accepts · Rating: 1400 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

2357.

727C

[Guess the Array](#) · [Tutorial](#)

Quality: 8,962 global accepts · Rating: 1400 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math

[cuiaoxiang's solution](#)

2358.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2016-04-18 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[cuiaoxiang's solution](#)

2359.

604B

[More Cowbell](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1400 · first AC: 2015-12-14 · GNU C++11 (first AC) · Tags: binary search, greedy

[cuiaoxiang's solution](#)

2360.

546C

[Soldier and Cards](#) · [Tutorial](#)

Quality: 19,432 global accepts · Rating: 1400 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, games

[cuiaoxiang's solution](#)

2361.

544B

[Sea and Islands](#) · [Tutorial](#)

Quality: 8,941 global accepts · Rating: 1400 · first AC: 2015-05-12 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[cuiaoxiang's solution](#)

2362.

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-13 · GNU C++11 (first AC) · Tags: dp, greedy, math

[cuiaoxiang's solution](#)

2363.

513B1

[Permutations](#) · [Tutorial](#)

Quality: 3,833 global accepts · Rating: 1400 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: brute force

[cuiaoxiang's solution](#)

2364.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2014-12-13 · GNU C++0x (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2365.

479C

[Exams](#) · [Tutorial](#)

Quality: 33,075 global accepts · Rating: 1400 · first AC: 2014-11-02 · GNU C++0x (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2366.

445B

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

Quality: 14,765 global accepts · Rating: 1400 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, greedy

[cuiaxiang's solution](#)

2367.

416A

[Guess a number!](#) · [Tutorial](#)

Quality: 10,066 global accepts · Rating: 1400 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: greedy, implementation, two pointers

[cuiaxiang's solution](#)

2368.

438A

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

Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2369.

435B

[Pasha Maximizes](#) · [Tutorial](#)

Quality: 7,561 global accepts · Rating: 1400 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2370.

379C

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

Quality: 7,049 global accepts · Rating: 1400 · first AC: 2014-01-01 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2371.

337B

[Routine Problem](#) · [Tutorial](#)

Quality: 10,064 global accepts · Rating: 1400 · first AC: 2013-08-20 · GNU C++0x (first AC) · Tags: greedy, math, number theory

[cuiaxiang's solution](#)

2372.

290D

[Orange](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[cuiaxiang's solution](#)

2373.

290A

[Mysterious strings](#) · [Tutorial](#)

Quality: 3,236 global accepts · Rating: 1400 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, implementation

[cuiaxiang's solution](#)

2374.

286A

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

Quality: 3,450 global accepts · Rating: 1400 · first AC: 2013-03-27 · GNU C++ (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

2375.

226A

[Flying Saucer Segments](#) · [Tutorial](#)

Quality: 4,352 global accepts · Rating: 1400 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: math

[cuiaoxiang's solution](#)

2376.

198B

[Jumping on Walls](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 1400 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: shortest paths

[cuiaoxiang's solution](#)

2377.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2012-06-21 · GNU C++ (first AC) · Tags: math

[cuiaoxiang's solution](#)

2378.

182D

[Common Divisors](#) · [Tutorial](#)

Quality: 9,244 global accepts · Rating: 1400 · first AC: 2012-05-26 · GNU C++ (first AC) · Tags: brute force, hashing, implementation, math, strings

[cuiaoxiang's solution](#)

2379.

152C

[Pocket Book](#) · [Tutorial](#)

Quality: 11,641 global accepts · Rating: 1400 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: combinatorics

[cuiaoxiang's solution](#)

2380.

150A

[Win or Freeze](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1400 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: games, math, number theory

[cuiaoxiang's solution](#)

2381.

131C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

2382.

130B

[Gnikool Ssalg](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 1400 · first AC: 2011-11-22 · Befunge (first AC) · Tags: *special, implementation, strings

[cuiaoxiang's solution](#)

2383.

107A

[Dorm Water Supply](#) · [Tutorial](#)

Quality: 5,908 global accepts · Rating: 1400 · first AC: 2011-08-31 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[cuiaoxiang's solution](#)

2384.

38C

[Blinds](#) · [Tutorial](#)

Quality: 2,562 global accepts · Rating: 1400 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: brute force

[cuiaoxiang's solution](#)

2385.

79B

[Colorful Field](#) · [Tutorial](#)

Quality: 7,991 global accepts · Rating: 1400 · first AC: 2011-05-05 · GNU C++ (first AC) · Tags: implementation, sortings

[cuiaoxiang's solution](#)

2386.

77A

[Heroes](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 1400 · first AC: 2011-04-20 · GNU C++ (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2387.

60B

[Serial Time!](#) · [Tutorial](#)

Quality: 5,312 global accepts · Rating: 1400 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: dfs and similar, dsu

[cuiaxiang's solution](#)

2388.

26B

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

Quality: 25,868 global accepts · Rating: 1400 · first AC: 2010-08-22 · GNU C++ (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2389.

2200E

[Divisive Battle](#) · [Tutorial](#)

Quality: 8,077 global accepts · Rating: 1500 · first AC: 2026-03-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, greedy, math, number theory

[cuiaxiang's solution](#)

2390.

2195E

[Idiot First Search](#) · [Tutorial](#)

Quality: 8,559 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[cuiaxiang's solution](#)

2391.

2185E

[The Robotic Rush](#) · [Tutorial](#)

Quality: 10,227 global accepts · Rating: 1500 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, two pointers

[cuiaxiang's solution](#)

2392.

2169D1

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

Quality: 8,551 global accepts · Rating: 1500 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[cuiaxiang's solution](#)

2393.

2183D1

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

Quality: 8,857 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cuiaxiang's solution](#)

2394.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,673 global accepts · Rating: 1500 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, math, two pointers

[cuiaxiang's solution](#)

2395.

2149E

[Hidden Knowledge of the Ancients](#) · [Tutorial](#)

Quality: 9,280 global accepts · Rating: 1500 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, two pointers

[cuiaxiang's solution](#)

2396.

2146D1

[Max Sum OR \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,464 global accepts · Rating: 1500 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, trees

[cuiaoxiang's solution](#)

2397.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, implementation, math

[cuiaoxiang's solution](#)

2398.

2027C

[Add Zeros](#) · [Tutorial](#)

Quality: 13,679 global accepts · Rating: 1500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, greedy

[cuiaoxiang's solution](#)

2399.

2115A

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

Quality: 14,964 global accepts · Rating: 1500 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, math, number theory

[cuiaoxiang's solution](#)

2400.

2109C1

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

Quality: 11,419 global accepts · Rating: 1500 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math, number theory

[cuiaoxiang's solution](#)

2401.

2093E

[Min Max MEX](#) · [Tutorial](#)

Quality: 13,446 global accepts · Rating: 1500 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[cuiaoxiang's solution](#)

2402.

2075C

[Two Colors](#) · [Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, math

[cuiaoxiang's solution](#)

2403.

2072E

[Do You Love Your Hero and His Two-Hit Multi-Target Attacks?](#) · [Tutorial](#)

Quality: 12,272 global accepts · Rating: 1500 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, geometry, greedy, math

[cuiaoxiang's solution](#)

2404.

2069C

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

Quality: 14,829 global accepts · Rating: 1500 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[cuiaoxiang's solution](#)

2405.

2060E

[Graph Composition](#) · [Tutorial](#)

Quality: 12,255 global accepts · Rating: 1500 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy

[cuiaoxiang's solution](#)

2406.

2050E

[Three Strings](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1500 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, strings
[cuiaxiang's solution](#)

2407.

2008E

[Alternating String](#) · [Tutorial](#)

Quality: 13,229 global accepts · Rating: 1500 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings
[cuiaxiang's solution](#)

2408.

1999G1

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

Quality: 14,528 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive
[cuiaxiang's solution](#)

2409.

1999F

[Expected Median](#) · [Tutorial](#)

Quality: 13,964 global accepts · Rating: 1500 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

2410.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,606 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory
[cuiaxiang's solution](#)

2411.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,015 global accepts · Rating: 1500 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures
[cuiaxiang's solution](#)

2412.

1971E

[Find the Car](#) · [Tutorial](#)

Quality: 18,342 global accepts · Rating: 1500 · first AC: 2024-05-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, sortings
[cuiaxiang's solution](#)

2413.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,433 global accepts · Rating: 1500 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings
[cuiaxiang's solution](#)

2414.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,626 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math, ternary search
[cuiaxiang's solution](#)

2415.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[cuiaxiang's solution](#)

2416.

1926E

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

Quality: 14,847 global accepts · Rating: 1500 · first AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation, math, number theory

[cuiaxiang's solution](#)

2417.

1915F

[Greetings](#) · [Tutorial](#)

Quality: 22,203 global accepts · Rating: 1500 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings

[cuiaxiang's solution](#)

2418.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,613 global accepts · Rating: 1500 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

2419.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,363 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[cuiaxiang's solution](#)

2420.

1876B

[Effects of Anti Pimples](#) · [Tutorial](#)

Quality: 10,028 global accepts · Rating: 1500 · first AC: 2023-10-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory, sortings

[cuiaxiang's solution](#)

2421.

1881E

[Block Sequence](#) · [Tutorial](#)

Quality: 23,696 global accepts · Rating: 1500 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaxiang's solution](#)

2422.

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,649 global accepts · Rating: 1500 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, strings

[cuiaxiang's solution](#)

2423.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

2424.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,846 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

2425.

1872E

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2426.

1858B

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Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

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2427.

1857E

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2428.

1851E

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2429.

1850G

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2430.

1814C

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2431.

1811E

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2432.

1809C

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2433.

1804C

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2434.

1789C

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2435.

1800E2

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2436.

1795C

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implementation

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2437.

1791F

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2438.

1792C

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2439.

1774B

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2440.

1767D

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Quality: 11,204 global accepts · Rating: 1500 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

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2441.

1765K

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Quality: 6,762 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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2442.

1765N

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[cuiaxiang's solution](#)

2443.

1760F

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Quality: 14,791 global accepts · Rating: 1500 · first AC: 2022-11-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

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2444.

1759E

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Quality: 12,520 global accepts · Rating: 1500 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, sortings

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2445.

1740D

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Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

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2446.

1753A2

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Quality: 11,608 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[cuiaxiang's solution](#)

2447.

1744E1

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Quality: 12,653 global accepts · Rating: 1500 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[cuiaoxiang's solution](#)

2448.

1742G

[Orray](#) · [Tutorial](#)

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2449.

1737C

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Quality: 6,414 global accepts · Rating: 1500 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation, math
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2450.

1738C

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Quality: 12,779 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, math
[cuiaoxiang's solution](#)

2451.

1725G

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Quality: 6,698 global accepts · Rating: 1500 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math
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2452.

1722G

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Quality: 14,182 global accepts · Rating: 1500 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy
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2453.

1066B

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Quality: 9,381 global accepts · Rating: 1500 · first AC: 2022-08-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
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2454.

1710A

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2455.

1690E

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Quality: 16,993 global accepts · Rating: 1500 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
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2456.

687A

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Quality: 16,485 global accepts · Rating: 1500 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
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2457.

1676H2

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2458.

1675E

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Quality: 12,087 global accepts · Rating: 1500 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dsu, greedy, strings

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2459.

1673C

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[cuiaoxiang's solution](#)

2460.

1659C

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Quality: 15,059 global accepts · Rating: 1500 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

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2461.

1218F

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1207C

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2463.

1089G

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Quality: 3,228 global accepts · Rating: 1500 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: math

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2464.

1101E

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2465.

1101C

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2466.

1444A

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2467.

1208B

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2468.

1651C

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2469.

1646C

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2470.

1201B

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Quality: 25,477 global accepts · Rating: 1500 · first AC: 2019-08-05 · last AC: 2022-02-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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2471.

566F

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2472.

1630A

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Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

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2473.

1158A

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Quality: 8,340 global accepts · Rating: 1500 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

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2474.

1621B

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Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

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2475.

1616C

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Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

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2476.

839C

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2477.

1136C

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Quality: 8,029 global accepts · Rating: 1500 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
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2478.

1614C

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Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math
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2479.

1611D

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2480.

1051C

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Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-11-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math
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2481.

358B

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2482.

400C

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611C

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2484.

1167D

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1579C

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1575J

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1569C

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2488.

1562C

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2489.

1552B

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2490.

1551C

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1553D

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Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, two pointers
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2492.

1545A

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2493.

1547E

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2494.

1542B

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Quality: 26,543 global accepts · Rating: 1500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
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2495.

1538F

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2496.

1536C

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Quality: 16,123 global accepts · Rating: 1500 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory
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2497.

1526C1

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2498.

1515D

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Quality: 12,822 global accepts · Rating: 1500 · first AC: 2021-05-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers
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2499.

137C

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Quality: 7,815 global accepts · Rating: 1500 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: sortings
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2500.

1516B

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2501.

577C

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Rating: 1500 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, number theory
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2502.

821C

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Quality: 7,916 global accepts · Rating: 1500 · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, trees
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2503.

1506E

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Quality: 14,196 global accepts · Rating: 1500 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
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2504.

1499C

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Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, math
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2505.

1340A

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Quality: 13,691 global accepts · Rating: 1500 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation
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2506.

496C

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Quality: 8,155 global accepts · Rating: 1500 · first AC: 2021-02-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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2507.

1492C

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Quality: 17,502 global accepts · Rating: 1500 · first AC: 2021-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
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2508.

1486B

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Quality: 20,485 global accepts · Rating: 1500 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings

[cuiaxiang's solution](#)

2509.

1490F

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Quality: 18,388 global accepts · Rating: 1500 · first AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

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2510.

1487D

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Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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2511.

1487C

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Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

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2512.

1379B

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Quality: 13,180 global accepts · Rating: 1500 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

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2513.

1379A

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2514.

18A

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Quality: 6,961 global accepts · Rating: 1500 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

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2515.

245D

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Quality: 2,881 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

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2516.

276C

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Quality: 39,559 global accepts · Rating: 1500 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

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2517.

374B

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Quality: 3,489 global accepts · Rating: 1500 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy

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2518.

770C

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Quality: 2,936 global accepts · Rating: 1500 · first AC: 2021-01-24 · last AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: *special, dfs and similar, graphs, implementation

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2519.

272C

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Quality: 7,201 global accepts · Rating: 1500 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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2520.

1473C

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Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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2521.

521A

[DNA Alignment](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-01-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

2522.

587A

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Quality: 8,327 global accepts · Rating: 1500 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy

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2523.

1466D

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Quality: 14,633 global accepts · Rating: 1500 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings, trees

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2524.

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,490 global accepts · Rating: 1500 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

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2525.

580B

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Quality: 31,934 global accepts · Rating: 1500 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers

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2526.

268C

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Quality: 14,640 global accepts · Rating: 1500 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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2527.

300B

[Coach](#) · [Tutorial](#)

Quality: 7,148 global accepts · Rating: 1500 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

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2528.

368C

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

Rating: 1500 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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2529.

342B

[Xenia and Spies](#) · [Tutorial](#)

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2530.

362A

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2531.

468A

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Quality: 8,399 global accepts · Rating: 1500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
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2532.

1461C

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Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
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2533.

1462E1

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Quality: 15,216 global accepts · Rating: 1500 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math, sortings, two pointers
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2534.

404B

[Marathon](#) · [Tutorial](#)

Quality: 3,050 global accepts · Rating: 1500 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

2535.

350B

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Quality: 3,398 global accepts · Rating: 1500 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graphs
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2536.

460B

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Quality: 13,372 global accepts · Rating: 1500 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math, number theory
[cuiaxiang's solution](#)

2537.

325A

[Square and Rectangles](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 1500 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2538.

490B

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Quality: 6,424 global accepts · Rating: 1500 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dsu, implementation
[cuiaxiang's solution](#)

2539.

557B

[Pasha and Tea](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math, sortings

[cuiaxiang's solution](#)

2540.

545C

[Woodcutters](#) · [Tutorial](#)

Quality: 32,880 global accepts · Rating: 1500 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

2541.

1366C

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Quality: 14,261 global accepts · Rating: 1500 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

2542.

1436C

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Quality: 11,671 global accepts · Rating: 1500 · first AC: 2020-10-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics

[cuiaxiang's solution](#)

2543.

985C

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Quality: 5,975 global accepts · Rating: 1500 · first AC: 2020-10-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2544.

1416A

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Quality: 16,726 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[cuiaxiang's solution](#)

2545.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,602 global accepts · Rating: 1500 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[cuiaxiang's solution](#)

2546.

584B

[Kolya and Tanya](#) · [Tutorial](#)

Quality: 13,670 global accepts · Rating: 1500 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[cuiaxiang's solution](#)

2547.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

2548.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,418 global accepts · Rating: 1500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings, two pointers

[cuiaxiang's solution](#)

2549.

609C

[Load Balancing](#) · [Tutorial](#)

Quality: 7,398 global accepts · Rating: 1500 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

2550.

670D2

[Magic Powder - 2](#) · [Tutorial](#)

Quality: 19,396 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation
[cuiaxiang's solution](#)

2551.

676C

[Vasya and String](#) · [Tutorial](#)

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[cuiaxiang's solution](#)

2552.

676B

[Pyramid of Glasses](#) · [Tutorial](#)

Quality: 5,835 global accepts · Rating: 1500 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
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2553.

677C

[Vanya and Label](#) · [Tutorial](#)

Quality: 6,956 global accepts · Rating: 1500 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, implementation, strings
[cuiaxiang's solution](#)

2554.

1418C

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Quality: 28,149 global accepts · Rating: 1500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy, shortest paths
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2555.

707C

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 13,481 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

2556.

846A

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Quality: 4,686 global accepts · Rating: 1500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
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2557.

1062B

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Quality: 9,892 global accepts · Rating: 1500 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
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2558.

1105C

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Quality: 11,368 global accepts · Rating: 1500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

2559.

1409D

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Quality: 21,393 global accepts · Rating: 1500 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[cuiaxiang's solution](#)

2560.

752B

[Santa Claus and Keyboard Check](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[cuiaxiang's solution](#)

2561.

746D

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Quality: 5,367 global accepts · Rating: 1500 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaxiang's solution](#)

2562.

743C

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Quality: 13,404 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[cuiaxiang's solution](#)

2563.

812C

[Sagheer and Nubian Market](#) · [Tutorial](#)

Quality: 17,500 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings
[cuiaxiang's solution](#)

2564.

402C

[Searching for Graph](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1500 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs
[cuiaxiang's solution](#)

2565.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,506 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy
[cuiaxiang's solution](#)

2566.

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,898 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, two pointers
[cuiaxiang's solution](#)

2567.

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,634 global accepts · Rating: 1500 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation, math
[cuiaxiang's solution](#)

2568.

1178D

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Quality: 7,925 global accepts · Rating: 1500 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[cuiaxiang's solution](#)

2569.

1391C

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

Quality: 16,028 global accepts · Rating: 1500 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, math
[cuiaxiang's solution](#)

2570.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data

structures, greedy, implementation

[cuiaoxiang's solution](#)

2571.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,032 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

2572.

1368B

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Quality: 21,442 global accepts · Rating: 1500 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[cuiaoxiang's solution](#)

2573.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, two pointers

[cuiaoxiang's solution](#)

2574.

1385D

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Quality: 21,966 global accepts · Rating: 1500 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[cuiaoxiang's solution](#)

2575.

1372C

[Omkar and Baseball](#) · [Tutorial](#)

Quality: 19,092 global accepts · Rating: 1500 · first AC: 2020-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

2576.

1352F

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 19,405 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, math

[cuiaoxiang's solution](#)

2577.

1352E

[Special Elements](#) · [Tutorial](#)

Quality: 24,020 global accepts · Rating: 1500 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, two pointers

[cuiaoxiang's solution](#)

2578.

1054C

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Quality: 4,489 global accepts · Rating: 1500 · first AC: 2020-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaoxiang's solution](#)

2579.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy

[cuiaoxiang's solution](#)

2580.

1307C

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Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, strings

[cuiaxiang's solution](#)

2581.

1304C

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Quality: 17,749 global accepts · Rating: 1500 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[cuiaxiang's solution](#)

2582.

1301B

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Quality: 14,970 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, ternary search

[cuiaxiang's solution](#)

2583.

845C

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Quality: 13,739 global accepts · Rating: 1500 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

2584.

1299A

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Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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2585.

1296D

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Quality: 15,097 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2586.

1296C

[Yet Another Walking Robot](#) · [Tutorial](#)

Quality: 15,725 global accepts · Rating: 1500 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

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2587.

868C

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Quality: 5,026 global accepts · Rating: 1500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[cuiaxiang's solution](#)

2588.

1265C

[Beautiful Regional Contest](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2589.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1500 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

2590.

1283C

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

Quality: 14,155 global accepts · Rating: 1500 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, math

[cuiaxiang's solution](#)

2591.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[cuiaoxiang's solution](#)

2592.

1253C

[Sweets Eating](#) · [Tutorial](#)

Quality: 15,305 global accepts · Rating: 1500 · first AC: 2019-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, sortings
[cuiaoxiang's solution](#)

2593.

1256D

[Binary String Minimizing](#) · [Tutorial](#)

Quality: 12,748 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2594.

1166C

[A Tale of Two Lands](#) · [Tutorial](#)

Quality: 11,036 global accepts · Rating: 1500 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, two pointers
[cuiaoxiang's solution](#)

2595.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

2596.

1249C2

[Good Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 13,536 global accepts · Rating: 1500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, meet-in-the-middle
[cuiaoxiang's solution](#)

2597.

990C

[Bracket Sequences Concatenation Problem](#) · [Tutorial](#)

Quality: 6,293 global accepts · Rating: 1500 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2598.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2599.

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2600.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[cuiaoxiang's solution](#)

2601.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,944 global accepts · Rating: 1500 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaoxiang's solution](#)

2602.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[cuiaoxiang's solution](#)

2603.

1213D1

[Equalizing by Division \(easy version\)](#) · [Tutorial](#)

Quality: 12,081 global accepts · Rating: 1500 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

2604.

1203E

[Boxers](#) · [Tutorial](#)

Quality: 14,959 global accepts · Rating: 1500 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2605.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,200 global accepts · Rating: 1500 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cuiaoxiang's solution](#)

2606.

1179A

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

Quality: 11,801 global accepts · Rating: 1500 · first AC: 2019-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

2607.

1139C

[Edgy Trees](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, math, trees

[cuiaoxiang's solution](#)

2608.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2609.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaoxiang's solution](#)

2610.

1141C

[Polycarp Restores Permutation](#) · [Tutorial](#)

Quality: 12,290 global accepts · Rating: 1500 · first AC: 2019-03-20 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

2611.

1141D

[Colored Boots](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1500 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

2612.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, number theory
[cuiaxiang's solution](#)

2613.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-03-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[cuiaxiang's solution](#)

2614.

847A

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

Quality: 3,878 global accepts · Rating: 1500 · first AC: 2019-03-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2615.

1106D

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

Quality: 19,662 global accepts · Rating: 1500 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths
[cuiaxiang's solution](#)

2616.

1106B

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

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

2617.

1102D

[Balanced Ternary String](#) · [Tutorial](#)

Quality: 8,562 global accepts · Rating: 1500 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[cuiaxiang's solution](#)

2618.

1114B

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

Quality: 9,392 global accepts · Rating: 1500 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaxiang's solution](#)

2619.

1110C

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

Quality: 10,014 global accepts · Rating: 1500 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaxiang's solution](#)

2620.

1080C

[Masha and two friends](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1500 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

2621.

998C

[Convert to Ones](#) · [Tutorial](#)

Rating: 1500 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

2622.

991D

[Bishwock](#) · [Tutorial](#)

Quality: 7,736 global accepts · Rating: 1500 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cuiaxiang's solution](#)

2623.

991C

[Candies](#) · [Tutorial](#)

Quality: 11,514 global accepts · Rating: 1500 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation
[cuiaoxiang's solution](#)

2624.

1012A

[Photo of The Sky](#) · [Tutorial](#)

Quality: 6,689 global accepts · Rating: 1500 · first AC: 2018-08-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, sortings
[cuiaoxiang's solution](#)

2625.

1005D

[Polycarp and Div 3](#) · [Tutorial](#)

Quality: 11,284 global accepts · Rating: 1500 · first AC: 2018-07-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[cuiaoxiang's solution](#)

2626.

982C

[Cut 'em all!](#) · [Tutorial](#)

Quality: 15,864 global accepts · Rating: 1500 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[cuiaoxiang's solution](#)

2627.

978F

[Mentors](#) · [Tutorial](#)

Quality: 9,219 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation
[cuiaoxiang's solution](#)

2628.

978D

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

Quality: 9,956 global accepts · Rating: 1500 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuiaoxiang's solution](#)

2629.

859C

[Pie Rules](#) · [Tutorial](#)

Quality: 6,077 global accepts · Rating: 1500 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games
[cuiaoxiang's solution](#)

2630.

977E

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

Quality: 25,623 global accepts · Rating: 1500 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[cuiaoxiang's solution](#)

2631.

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,643 global accepts · Rating: 1500 · first AC: 2018-05-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cuiaoxiang's solution](#)

2632.

960B

[Minimize the error](#) · [Tutorial](#)

Quality: 12,398 global accepts · Rating: 1500 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[cuiaoxiang's solution](#)

2633.

930A

[Peculiar apple-tree](#) · [Tutorial](#)

Quality: 8,388 global accepts · Rating: 1500 · first AC: 2018-03-05 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees
[cuiaxiang's solution](#)

2634.

696A

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Quality: 6,459 global accepts · Rating: 1500 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, trees
[cuiaxiang's solution](#)

2635.

908C

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

Quality: 7,204 global accepts · Rating: 1500 · first AC: 2017-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, implementation, math
[cuiaxiang's solution](#)

2636.

901A

[Hashing Trees](#) · [Tutorial](#)

Quality: 5,377 global accepts · Rating: 1500 · first AC: 2017-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees
[cuiaxiang's solution](#)

2637.

354A

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,658 global accepts · Rating: 1500 · first AC: 2017-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math
[cuiaxiang's solution](#)

2638.

891A

[Pride](#) · [Tutorial](#)

Quality: 14,283 global accepts · Rating: 1500 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[cuiaxiang's solution](#)

2639.

884C

[Bertown Subway](#) · [Tutorial](#)

Quality: 5,170 global accepts · Rating: 1500 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, math
[cuiaxiang's solution](#)

2640.

877B

[Nikita and string](#) · [Tutorial](#)

Quality: 11,928 global accepts · Rating: 1500 · first AC: 2017-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp
[cuiaxiang's solution](#)

2641.

863B

[Kayaking](#) · [Tutorial](#)

Quality: 10,937 global accepts · Rating: 1500 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, sortings
[cuiaxiang's solution](#)

2642.

791C

[Bear and Different Names](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

2643.

791B

[Bear and Friendship Condition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs
[cuiaxiang's solution](#)

2644.

861B

[Which floor?](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

2645.

861C

[Did you mean...](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings

[cuiaoxiang's solution](#)

2646.

875B

[Sorting the Coins](#) · [Tutorial](#)

Quality: 5,392 global accepts · Rating: 1500 · first AC: 2017-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dsu, implementation, sortings, two pointers

[cuiaoxiang's solution](#)

2647.

710C

[Magic Odd Square](#) · [Tutorial](#)

Quality: 5,552 global accepts · Rating: 1500 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

2648.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cuiaoxiang's solution](#)

2649.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuiaoxiang's solution](#)

2650.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[cuiaoxiang's solution](#)

2651.

855B

[Marvolo Gaunt's Ring](#) · [Tutorial](#)

Quality: 9,946 global accepts · Rating: 1500 · first AC: 2017-09-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[cuiaoxiang's solution](#)

2652.

837C

[Two Seals](#) · [Tutorial](#)

Quality: 4,563 global accepts · Rating: 1500 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

2653.

817B

[Makes And The Product](#) · [Tutorial](#)

Quality: 6,429 global accepts · Rating: 1500 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, implementation, math, sortings

[cuiaoxiang's solution](#)

2654.

760B

[Frodo and pillows](#) · [Tutorial](#)

Quality: 7,803 global accepts · Rating: 1500 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cuiaoxiang's solution](#)

2655.

795D

[Lie or Truth](#) · [Tutorial](#)

Quality: 1500 · first AC: 2017-04-05 · GNU C11 (first AC) · Tags: *special, implementation, sortings

[cuiaoxiang's solution](#)

2656.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[cuiaoxiang's solution](#)

2657.

749C

[Voting](#) · [Tutorial](#)

Quality: 6,255 global accepts · Rating: 1500 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: greedy, implementation, two pointers

[cuiaoxiang's solution](#)

2658.

673C

[Bear and Colors](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: —

[cuiaoxiang's solution](#)

2659.

745C

[Hongcow Builds A Nation](#) · [Tutorial](#)

Rating: 1500 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cuiaoxiang's solution](#)

2660.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,339 global accepts · Rating: 1500 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

2661.

724B

[Batch Sort](#) · [Tutorial](#)

Quality: 4,243 global accepts · Rating: 1500 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[cuiaoxiang's solution](#)

2662.

659D

[Bicycle Race](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1500 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: geometry, implementation, math

[cuiaoxiang's solution](#)

2663.

620C

[Pearls in a Row](#) · [Tutorial](#)

Quality: 7,874 global accepts · Rating: 1500 · first AC: 2016-01-27 · GNU C++11 (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2664.

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2665.

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,835 global accepts · Rating: 1500 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

2666.

550C

[Divisibility by Eight](#) · [Tutorial](#)

Quality: 32,142 global accepts · Rating: 1500 · first AC: 2015-06-09 · GNU C++11 (first AC) · Tags: brute force, dp, math

[cuiaoxiang's solution](#)

2667.

510B

[Fox And Two Dots](#) · [Tutorial](#)

Quality: 16,210 global accepts · Rating: 1500 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dfs and similar

[cuiaoxiang's solution](#)

2668.

496B

[Secret Combination](#) · [Tutorial](#)

Quality: 6,207 global accepts · Rating: 1500 · first AC: 2014-12-24 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation

[cuiaoxiang's solution](#)

2669.

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,997 global accepts · Rating: 1500 · first AC: 2014-08-09 · GNU C++0x (first AC) · Tags: dp

[cuiaoxiang's solution](#)

2670.

415B

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

Quality: 6,692 global accepts · Rating: 1500 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation, math

[cuiaoxiang's solution](#)

2671.

443B

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

Quality: 4,275 global accepts · Rating: 1500 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: brute force, implementation, strings

[cuiaoxiang's solution](#)

2672.

356A

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

Quality: 16,791 global accepts · Rating: 1500 · first AC: 2013-10-20 · GNU C++ (first AC) · Tags: data structures, dsu

[cuiaoxiang's solution](#)

2673.

345A

[Expecting Trouble](#) · [Tutorial](#)

Quality: 532 global accepts · Rating: 1500 · first AC: 2013-09-15 · Ada (first AC) · Tags: *special, probabilities

[cuiaoxiang's solution](#)

2674.

340D

[Bubble Sort Graph](#) · [Tutorial](#)

Quality: 7,904 global accepts · Rating: 1500 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: binary search, data structures, dp

[cuiaoxiang's solution](#)

2675.

332B

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

Quality: 8,711 global accepts · Rating: 1500 · first AC: 2013-08-10 · GNU C++0x (first AC) · Tags: data structures, dp, implementation

[cuiaoxiang's solution](#)

2676.

316E1

[Summer Homework](#) · [Tutorial](#)

Quality: 1,548 global accepts · Rating: 1500 · first AC: 2013-07-14 · GNU C++0x (first AC) · Tags: brute force, data structures

[cuiaxiang's solution](#)

2677.

288B

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

Quality: 3,212 global accepts · Rating: 1500 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: combinatorics

[cuiaxiang's solution](#)

2678.

237B

[Young Table](#) · [Tutorial](#)

Quality: 2,376 global accepts · Rating: 1500 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

2679.

204B

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

Quality: 5,912 global accepts · Rating: 1500 · first AC: 2012-10-04 · GNU C++0x (first AC) · Tags: binary search, data structures

[cuiaxiang's solution](#)

2680.

204A

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

Quality: 6,590 global accepts · Rating: 1500 · first AC: 2012-10-04 · GNU C++0x (first AC) · Tags: binary search, combinatorics, dp

[cuiaxiang's solution](#)

2681.

191A

[Dynasty Puzzles](#) · [Tutorial](#)

Quality: 4,556 global accepts · Rating: 1500 · first AC: 2012-05-29 · GNU C++ (first AC) · Tags: dp

[cuiaxiang's solution](#)

2682.

178D1

[Magic Squares](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 1500 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

[cuiaxiang's solution](#)

2683.

187A

[Permutations](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 1500 · first AC: 2012-05-26 · GNU C++ (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2684.

159D

[Palindrome pairs](#) · [Tutorial](#)

Quality: 4,685 global accepts · Rating: 1500 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: *special, brute force, dp, strings

[cuiaxiang's solution](#)

2685.

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: dfs and similar

[cuiaxiang's solution](#)

2686.

172D

[Calendar Reform](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 1500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: *special, number theory

[cuiaxiang's solution](#)

2687.

172C

[Bus](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 1500 · first AC: 2012-04-06 · GNU C++ (first AC) · Tags: *special, implementation, sortings

[cuiaoxiang's solution](#)

2688.

149C

[Division into Teams](#) · [Tutorial](#)

Quality: 5,733 global accepts · Rating: 1500 · first AC: 2012-02-11 · GNU C++ (first AC) · Tags: greedy, math, sortings

[cuiaoxiang's solution](#)

2689.

144C

[Anagram Search](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1500 · first AC: 2012-01-30 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

2690.

115B

[Lawnmower](#) · [Tutorial](#)

Quality: 2,841 global accepts · Rating: 1500 · first AC: 2011-09-16 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

2691.

91B

[Queue](#) · [Tutorial](#)

Quality: 7,739 global accepts · Rating: 1500 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: binary search, data structures

[cuiaoxiang's solution](#)

2692.

91A

[Newspaper Headline](#) · [Tutorial](#)

Quality: 3,954 global accepts · Rating: 1500 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: greedy, strings

[cuiaoxiang's solution](#)

2693.

87A

[Trains](#) · [Tutorial](#)

Quality: 5,816 global accepts · Rating: 1500 · first AC: 2011-06-07 · GNU C++ (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

2694.

75B

[Facetook Priority Wall](#) · [Tutorial](#)

Quality: 3,621 global accepts · Rating: 1500 · first AC: 2011-04-16 · GNU C++ (first AC) · Tags: expression parsing, implementation, strings

[cuiaoxiang's solution](#)

2695.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2011-02-27 · Java 6 (first AC) · Tags: brute force, dp

[cuiaoxiang's solution](#)

2696.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2011-02-08 · Python 2 (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2697.

53D

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

Quality: 2,626 global accepts · Rating: 1500 · first AC: 2011-02-06 · GNU C++ (first AC) · Tags: sortings

[cuiaoxiang's solution](#)

2698.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,451 global accepts · Rating: 1500 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: strings

[cuiaxiang's solution](#)

2699.

39J

[Spelling Check](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 1500 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: hashing, implementation, strings

[cuiaxiang's solution](#)

2700.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,119 global accepts · Rating: 1500 · first AC: 2010-06-10 · GNU C++ (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths

[cuiaxiang's solution](#)

2701.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: dp, implementation

[cuiaxiang's solution](#)

2702.

2A

[Winner](#) · [Tutorial](#)

Quality: 31,233 global accepts · Rating: 1500 · first AC: 2010-04-20 · GNU C++ (first AC) · Tags: hashing, implementation

[cuiaxiang's solution](#)

2703.

2193F

[Pizza Delivery](#) · [Tutorial](#)

Quality: 8,466 global accepts · Rating: 1600 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

2704.

2184D

[Unfair Game](#) · [Tutorial](#)

Quality: 9,504 global accepts · Rating: 1600 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

2705.

2167G

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

Quality: 11,023 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp

[cuiaxiang's solution](#)

2706.

2167F

[Tree, TREE!!!](#) · [Tutorial](#)

Quality: 7,136 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, math, trees

[cuiaxiang's solution](#)

2707.

2167E

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

Quality: 9,071 global accepts · Rating: 1600 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, geometry, greedy, implementation

[cuiaxiang's solution](#)

2708.

2162E

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

Quality: 9,340 global accepts · Rating: 1600 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, schedules

[cuiaxiang's solution](#)

2709.

2128D

[Sum of LDS](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1600 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[cuiaoxiang's solution](#)

2710.

2117E

[Lost Soul](#) · [Tutorial](#)

Quality: 11,859 global accepts · Rating: 1600 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[cuiaoxiang's solution](#)

2711.

2103C

[Median Splits](#) · [Tutorial](#)

Quality: 10,556 global accepts · Rating: 1600 · first AC: 2025-04-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, implementation, sortings

[cuiaoxiang's solution](#)

2712.

2094F

[Trulimero Trulicina](#) · [Tutorial](#)

Quality: 11,415 global accepts · Rating: 1600 · first AC: 2025-04-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

2713.

2085C

[Serval and The Formula](#) · [Tutorial](#)

Quality: 13,564 global accepts · Rating: 1600 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[cuiaoxiang's solution](#)

2714.

2074E

[Empty Triangle](#) · [Tutorial](#)

Quality: 6,657 global accepts · Rating: 1600 · first AC: 2025-03-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, interactive, probabilities

[cuiaoxiang's solution](#)

2715.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,974 global accepts · Rating: 1600 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[cuiaoxiang's solution](#)

2716.

2051E

[Best Price](#) · [Tutorial](#)

Quality: 11,959 global accepts · Rating: 1600 · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[cuiaoxiang's solution](#)

2717.

2048D

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

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[cuiaoxiang's solution](#)

2718.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,200 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[cuiaxiang's solution](#)

2719.

2040C

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

Quality: 10,783 global accepts · Rating: 1600 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[cuiaxiang's solution](#)

2720.

2037E

[Kachina's Favorite Binary String](#) · [Tutorial](#)

Quality: 7,374 global accepts · Rating: 1600 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, interactive, two pointers

[cuiaxiang's solution](#)

2721.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,984 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, two pointers

[cuiaxiang's solution](#)

2722.

2036E

[Reverse the Rivers](#) · [Tutorial](#)

Quality: 9,540 global accepts · Rating: 1600 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cuiaxiang's solution](#)

2723.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,539 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[cuiaxiang's solution](#)

2724.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

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2725.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,216 global accepts · Rating: 1600 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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2726.

1980E

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Quality: 13,005 global accepts · Rating: 1600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, hashing, implementation, math, matrices, sortings

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2727.

1971F

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Quality: 12,473 global accepts · Rating: 1600 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, geometry, implementation, math

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2728.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,640 global accepts · Rating: 1600 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

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2729.

1956C

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Quality: 15,150 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

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2730.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees

[cuiaxiang's solution](#)

2731.

1941E

[Rudolf and k Bridges](#) · [Tutorial](#)

Quality: 11,934 global accepts · Rating: 1600 · first AC: 2024-03-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, two pointers

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2732.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

2733.

1921E

[Eat the Chip](#) · [Tutorial](#)

Quality: 11,417 global accepts · Rating: 1600 · first AC: 2024-02-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, math

[cuiaxiang's solution](#)

2734.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,207 global accepts · Rating: 1600 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

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2735.

1928C

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

Quality: 10,359 global accepts · Rating: 1600 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

2736.

1920C

[Partitioning the Array](#) · [Tutorial](#)

Quality: 19,925 global accepts · Rating: 1600 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

2737.

369C

[Valera and Elections](#) · [Tutorial](#)

Quality: 12,035 global accepts · Rating: 1600 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[cuiaxiang's solution](#)

2738.

1907E

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Quality: 15,801 global accepts · Rating: 1600 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, number theory

[cuiaxiang's solution](#)

2739.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,526 global accepts · Rating: 1600 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[cuiaxiang's solution](#)

2740.

1886C

[Decreasing String](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[cuiaxiang's solution](#)

2741.

1878D

[Reverse Madness](#) · [Tutorial](#)

Quality: 10,111 global accepts · Rating: 1600 · first AC: 2023-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

2742.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,316 global accepts · Rating: 1600 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees

[cuiaxiang's solution](#)

2743.

1862E

[Kolya and Movie Theatre](#) · [Tutorial](#)

Quality: 12,787 global accepts · Rating: 1600 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuiaxiang's solution](#)

2744.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,327 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[cuiaxiang's solution](#)

2745.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,337 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp

[cuiaxiang's solution](#)

2746.

1843E

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

Quality: 17,811 global accepts · Rating: 1600 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[cuiaxiang's solution](#)

2747.

1840E

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

Quality: 9,309 global accepts · Rating: 1600 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation

[cuiaxiang's solution](#)

2748.

1833E

[Round Dance](#) · [Tutorial](#)

Quality: 18,414 global accepts · Rating: 1600 · first AC: 2023-05-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, shortest paths

[cuiaxiang's solution](#)

2749.

1829G

[Hits Different](#) · [Tutorial](#)

Quality: 15,133 global accepts · Rating: 1600 · first AC: 2023-05-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math

[cuiaoxiang's solution](#)

2750.

1822E

[Making Anti-Palindromes](#) · [Tutorial](#)

Quality: 12,360 global accepts · Rating: 1600 · first AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings

[cuiaoxiang's solution](#)

2751.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,931 global accepts · Rating: 1600 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[cuiaoxiang's solution](#)

2752.

1811D

[Umka and a Long Flight](#) · [Tutorial](#)

Quality: 8,640 global accepts · Rating: 1600 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[cuiaoxiang's solution](#)

2753.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,080 global accepts · Rating: 1600 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

2754.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,652 global accepts · Rating: 1600 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaoxiang's solution](#)

2755.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,175 global accepts · Rating: 1600 · first AC: 2023-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cuiaoxiang's solution](#)

2756.

1795D

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

Quality: 13,079 global accepts · Rating: 1600 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

2757.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,127 global accepts · Rating: 1600 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, strings

[cuiaoxiang's solution](#)

2758.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[cuiaoxiang's solution](#)

2759.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[cuiaxiang's solution](#)

2760.

1775C

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

Quality: 14,214 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[cuiaxiang's solution](#)

2761.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,394 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

2762.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,226 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[cuiaxiang's solution](#)

2763.

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1600 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cuiaxiang's solution](#)

2764.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,549 global accepts · Rating: 1600 · first AC: 2022-12-12 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2765.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,011 global accepts · Rating: 1600 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cuiaxiang's solution](#)

2766.

1753B

[Factorial Divisibility](#) · [Tutorial](#)

Quality: 14,997 global accepts · Rating: 1600 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2767.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,803 global accepts · Rating: 1600 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaxiang's solution](#)

2768.

1730B

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

Quality: 17,267 global accepts · Rating: 1600 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, greedy, implementation, math, ternary search

[cuiaxiang's solution](#)

2769.

1722E

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

Quality: 13,368 global accepts · Rating: 1600 · first AC: 2022-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation

[cuiaxiang's solution](#)

2770.

1714D

[Color with Occurrences](#) · [Tutorial](#)

Quality: 10,325 global accepts · Rating: 1600 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[cuiaxiang's solution](#)

2771.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[cuiaxiang's solution](#)

2772.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,848 global accepts · Rating: 1600 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[cuiaxiang's solution](#)

2773.

1698D

[Fixed Point Guessing](#) · [Tutorial](#)

Quality: 12,088 global accepts · Rating: 1600 · first AC: 2022-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cuiaxiang's solution](#)

2774.

607A

[Chain Reaction](#) · [Tutorial](#)

Quality: 10,816 global accepts · Rating: 1600 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[cuiaxiang's solution](#)

2775.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

2776.

741B

[Arpa's weak amphitheater and Mehrdad's valuable Hoses](#) · [Tutorial](#)

Quality: 5,902 global accepts · Rating: 1600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu

[cuiaxiang's solution](#)

2777.

741A

[Arpa's loud Owf and Mehrdad's evil plan](#) · [Tutorial](#)

Quality: 5,696 global accepts · Rating: 1600 · first AC: 2017-02-20 · last AC: 2022-05-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math

[cuiaxiang's solution](#)

2778.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,130 global accepts · Rating: 1600 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[cuiaxiang's solution](#)

2779.

1677A

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

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp
[cuiaoxiang's solution](#)

2780.

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,047 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory
[cuiaoxiang's solution](#)

2781.

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2022-04-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2782.

1671D

[Insert a Progression](#) · [Tutorial](#)

Quality: 8,459 global accepts · Rating: 1600 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
[cuiaoxiang's solution](#)

2783.

949A

[Zebras](#) · [Tutorial](#)

Quality: 5,657 global accepts · Rating: 1600 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

2784.

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers
[cuiaoxiang's solution](#)

2785.

1665C

[Tree Infection](#) · [Tutorial](#)

Quality: 9,862 global accepts · Rating: 1600 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, trees
[cuiaoxiang's solution](#)

2786.

1660D

[Maximum Product Strikes Back](#) · [Tutorial](#)

Quality: 11,498 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, two pointers
[cuiaoxiang's solution](#)

2787.

1660E

[Matrix and Shifts](#) · [Tutorial](#)

Quality: 8,088 global accepts · Rating: 1600 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[cuiaoxiang's solution](#)

2788.

1658D1

[388535 \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,004 global accepts · Rating: 1600 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[cuiaoxiang's solution](#)

2789.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,787 global accepts · Rating: 1600 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory

[cuiaxiang's solution](#)

2790.

1071A

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2791.

1633D

[Make Them Equal](#) · [Tutorial](#)

Quality: 18,704 global accepts · Rating: 1600 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

2792.

1632C

[Strange Test](#) · [Tutorial](#)

Quality: 14,074 global accepts · Rating: 1600 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, math

[cuiaxiang's solution](#)

2793.

1045I

[Palindrome Pairs](#) · [Tutorial](#)

Quality: 5,467 global accepts · Rating: 1600 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[cuiaxiang's solution](#)

2794.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,314 global accepts · Rating: 1600 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

2795.

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,542 global accepts · Rating: 1600 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[cuiaxiang's solution](#)

2796.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,643 global accepts · Rating: 1600 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[cuiaxiang's solution](#)

2797.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,400 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[cuiaxiang's solution](#)

2798.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1600 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

2799.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2800.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,360 global accepts · Rating: 1600 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cuiaxiang's solution](#)

2801.

877C

[Slava and tanks](#) · [Tutorial](#)

Quality: 6,065 global accepts · Rating: 1600 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

2802.

568A

[Primes or Palindromes?](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1600 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[cuiaxiang's solution](#)

2803.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2804.

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1600 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

2805.

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

2806.

1593E

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

Quality: 14,729 global accepts · Rating: 1600 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[cuiaxiang's solution](#)

2807.

1566D2

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

Quality: 8,335 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[cuiaxiang's solution](#)

2808.

1567C

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

Quality: 13,156 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cuiaxiang's solution](#)

2809.

1555D

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

Quality: 15,472 global accepts · Rating: 1600 · first AC: 2021-07-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[cuiaxiang's solution](#)

2810.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,183 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[cuiaxiang's solution](#)

2811.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,724 global accepts · Rating: 1600 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[cuiaxiang's solution](#)

2812.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,316 global accepts · Rating: 1600 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers
[cuiaxiang's solution](#)

2813.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[cuiaxiang's solution](#)

2814.

1526C2

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

Quality: 29,760 global accepts · Rating: 1600 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cuiaxiang's solution](#)

2815.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,980 global accepts · Rating: 1600 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math
[cuiaxiang's solution](#)

2816.

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,396 global accepts · Rating: 1600 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[cuiaxiang's solution](#)

2817.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,633 global accepts · Rating: 1600 · first AC: 2021-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math, two pointers
[cuiaxiang's solution](#)

2818.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,294 global accepts · Rating: 1600 · first AC: 2021-04-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory
[cuiaxiang's solution](#)

2819.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,452 global accepts · Rating: 1600 · first AC: 2021-04-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings
[cuiaxiang's solution](#)

2820.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1600 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[cuiaoxiang's solution](#)

2821.

1512E

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Quality: 11,384 global accepts · Rating: 1600 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

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2822.

1505B

[DMCA](#) · [Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation, number theory

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2823.

1498C

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Quality: 12,121 global accepts · Rating: 1600 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

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2824.

1497C2

[k-LCM \(hard version\)](#) · [Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

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2825.

597B

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Quality: 5,667 global accepts · Rating: 1600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cuiaoxiang's solution](#)

2826.

597A

[Divisibility](#) · [Tutorial](#)

Quality: 4,933 global accepts · Rating: 1600 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: math

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2827.

283A

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

Quality: 6,873 global accepts · Rating: 1600 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, implementation

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2828.

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

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2829.

380A

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

Quality: 2,911 global accepts · Rating: 1600 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

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2830.

1481C

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Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy

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2831.

143C

[Help Farmer](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

2832.

371C

[Hamburgers](#) · [Tutorial](#)

Quality: 34,517 global accepts · Rating: 1600 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[cuiaxiang's solution](#)

2833.

1476C

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Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy

[cuiaxiang's solution](#)

2834.

219C

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Quality: 7,158 global accepts · Rating: 1600 · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[cuiaxiang's solution](#)

2835.

1475E

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

Quality: 17,674 global accepts · Rating: 1600 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[cuiaxiang's solution](#)

2836.

272D

[Dima and Two Sequences](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 1600 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[cuiaxiang's solution](#)

2837.

407A

[Triangle](#) · [Tutorial](#)

Quality: 5,174 global accepts · Rating: 1600 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[cuiaxiang's solution](#)

2838.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2839.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,299 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2840.

476C

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

Quality: 6,026 global accepts · Rating: 1600 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

2841.

1461D

[Divide and Summarize](#) · [Tutorial](#)

Quality: 10,285 global accepts · Rating: 1600 · first AC: 2020-12-16 · last AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings

[cuiaoxiang's solution](#)

2842.

1455D

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

Quality: 13,205 global accepts · Rating: 1600 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cuiaoxiang's solution](#)

2843.

350C

[Bombs](#) · [Tutorial](#)

Quality: 6,825 global accepts · Rating: 1600 · first AC: 2020-11-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

2844.

1452D

[Radio Towers](#) · [Tutorial](#)

Quality: 8,685 global accepts · Rating: 1600 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

2845.

346A

[Alice and Bob](#) · [Tutorial](#)

Quality: 9,351 global accepts · Rating: 1600 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: games, math, number theory

[cuiaoxiang's solution](#)

2846.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[cuiaoxiang's solution](#)

2847.

660C

[Hard Process](#) · [Tutorial](#)

Quality: 10,757 global accepts · Rating: 1600 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[cuiaoxiang's solution](#)

2848.

1423K

[Lonely Numbers](#) · [Tutorial](#)

Quality: 5,451 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, two pointers

[cuiaoxiang's solution](#)

2849.

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

2850.

1086A

[Connect Three](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

2851.

593B

[Anton and Lines](#) · [Tutorial](#)

Quality: 4,207 global accepts · Rating: 1600 · first AC: 2020-09-26 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[cuiaxiang's solution](#)

2852.

525C

[Ilya and Sticks](#) · [Tutorial](#)

Quality: 6,066 global accepts · Rating: 1600 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

2853.

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cuiaxiang's solution](#)

2854.

681C

[Heap Operations](#) · [Tutorial](#)

Quality: 9,842 global accepts · Rating: 1600 · first AC: 2020-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[cuiaxiang's solution](#)

2855.

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,367 global accepts · Rating: 1600 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cuiaxiang's solution](#)

2856.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

2857.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,771 global accepts · Rating: 1600 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2858.

1062C

[Banh-mi](#) · [Tutorial](#)

Quality: 5,950 global accepts · Rating: 1600 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

2859.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,804 global accepts · Rating: 1600 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[cuiaxiang's solution](#)

2860.

615B

[Longtail Hedgehog](#) · [Tutorial](#)

Quality: 5,740 global accepts · Rating: 1600 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs

[cuiaxiang's solution](#)

2861.

616D

[Longest k-Good Segment](#) · [Tutorial](#)

Quality: 12,378 global accepts · Rating: 1600 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[cuiaxiang's solution](#)

2862.

616C

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Quality: 6,721 global accepts · Rating: 1600 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[cuiaoxiang's solution](#)

2863.

617C

[Watering Flowers](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

2864.

793B

[Igor and his way to work](#) · [Tutorial](#)

Quality: 4,829 global accepts · Rating: 1600 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths
[cuiaoxiang's solution](#)

2865.

746C

[Tram](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 1600 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
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2866.

518C

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Quality: 6,365 global accepts · Rating: 1600 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, implementation
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2867.

518A

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Quality: 9,541 global accepts · Rating: 1600 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings
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2868.

618C

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Quality: 4,666 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation
[cuiaoxiang's solution](#)

2869.

734C

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Quality: 5,684 global accepts · Rating: 1600 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, two pointers
[cuiaoxiang's solution](#)

2870.

812B

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Quality: 5,522 global accepts · Rating: 1600 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp
[cuiaoxiang's solution](#)

2871.

691B

[s-palindrome](#) · [Tutorial](#)

Quality: 8,210 global accepts · Rating: 1600 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
[cuiaoxiang's solution](#)

2872.

1373D

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Quality: 17,670 global accepts · Rating: 1600 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, greedy, implementation

[cuiaxiang's solution](#)

2873.

913C

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Quality: 8,463 global accepts · Rating: 1600 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy

[cuiaxiang's solution](#)

2874.

1148B

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Quality: 7,941 global accepts · Rating: 1600 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, two pointers

[cuiaxiang's solution](#)

2875.

1398C

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Quality: 36,633 global accepts · Rating: 1600 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, math

[cuiaxiang's solution](#)

2876.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,355 global accepts · Rating: 1600 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[cuiaxiang's solution](#)

2877.

1371D

[Grid-00100](#) · [Tutorial](#)

Quality: 13,708 global accepts · Rating: 1600 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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2878.

1374E1

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Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

2879.

1353D

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Quality: 20,280 global accepts · Rating: 1600 · first AC: 2020-05-14 · last AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, sortings

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2880.

1352G

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Quality: 24,809 global accepts · Rating: 1600 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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2881.

1342C

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Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

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2882.

1327C

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Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

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2883.

305C

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

Quality: 2,658 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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2884.

305A

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Quality: 5,223 global accepts · Rating: 1600 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation
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2885.

845B

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Quality: 5,540 global accepts · Rating: 1600 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
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2886.

1303C

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Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, implementation
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2887.

1295C

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Quality: 13,849 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings
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2888.

1251C

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Quality: 14,339 global accepts · Rating: 1600 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
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2889.

1065C

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Quality: 8,292 global accepts · Rating: 1600 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

2890.

1198B

[Welfare State](#) · [Tutorial](#)

Quality: 9,990 global accepts · Rating: 1600 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings
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2891.

1198A

[MP3](#) · [Tutorial](#)

Quality: 10,136 global accepts · Rating: 1600 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers
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2892.

1294D

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Quality: 12,677 global accepts · Rating: 1600 · first AC: 2020-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[cuiaxiang's solution](#)

2893.

1284C

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Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

2894.

1282B2

[K for the Price of One \(Hard Version\)](#) · [Tutorial](#)

Quality: 11,010 global accepts · Rating: 1600 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
[cuiaoxiang's solution](#)

2895.

1029C

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Quality: 8,276 global accepts · Rating: 1600 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[cuiaoxiang's solution](#)

2896.

1165E

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Quality: 10,022 global accepts · Rating: 1600 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings
[cuiaoxiang's solution](#)

2897.

1165D

[Almost All Divisors](#) · [Tutorial](#)

Quality: 19,725 global accepts · Rating: 1600 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

2898.

1227D1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,831 global accepts · Rating: 1600 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy
[cuiaoxiang's solution](#)

2899.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation, sortings
[cuiaoxiang's solution](#)

2900.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

2901.

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy
[cuiaoxiang's solution](#)

2902.

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, expression parsing, implementation
[cuiaoxiang's solution](#)

2903.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
[cuiaoxiang's solution](#)

2904.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[cuiaoxiang's solution](#)

2905.

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cuiaoxiang's solution](#)

2906.

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,594 global accepts · Rating: 1600 · first AC: 2019-10-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

2907.

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaoxiang's solution](#)

2908.

1213D2

[Equalizing by Division \(hard version\)](#) · [Tutorial](#)

Quality: 12,200 global accepts · Rating: 1600 · first AC: 2019-09-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[cuiaoxiang's solution](#)

2909.

1203D1

[Remove the Substring \(easy version\)](#) · [Tutorial](#)

Quality: 9,485 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

2910.

1056D

[Decorate Apple Tree](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1600 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, sortings, trees

[cuiaoxiang's solution](#)

2911.

1056B

[Divide Candies](#) · [Tutorial](#)

Quality: 4,546 global accepts · Rating: 1600 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

2912.

1188A1

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Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++14 (GCC 6-32) (first AC) · Tags: trees

[cuiaoxiang's solution](#)

2913.

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[cuiaoxiang's solution](#)

2914.

1151B

[Dima and a Bad XOR](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1600 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, dp

[cuiaxiang's solution](#)

2915.

1138D

[Camp Schedule](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures, strings

[cuiaxiang's solution](#)

2916.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[cuiaxiang's solution](#)

2917.

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,401 global accepts · Rating: 1600 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, sortings

[cuiaxiang's solution](#)

2918.

1059C

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Quality: 7,534 global accepts · Rating: 1600 · first AC: 2019-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

2919.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cuiaxiang's solution](#)

2920.

898E

[Squares and not squares](#) · [Tutorial](#)

Quality: 4,864 global accepts · Rating: 1600 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

2921.

898D

[Alarm Clock](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 1600 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2922.

1006E

[Military Problem](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1600 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[cuiaxiang's solution](#)

2923.

1077D

[Cutting Out](#) · [Tutorial](#)

Quality: 10,475 global accepts · Rating: 1600 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cuiaxiang's solution](#)

2924.

1109A

[Sasha and a Bit of Relax](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 1600 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cuiaxiang's solution](#)

2925.

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,596 global accepts · Rating: 1600 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two

pointers

[cuiaxiang's solution](#)

2926.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2927.

1099D

[Sum in the tree](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, trees

[cuiaxiang's solution](#)

2928.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry

[cuiaxiang's solution](#)

2929.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

2930.

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2018-11-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

2931.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cuiaxiang's solution](#)

2932.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cuiaxiang's solution](#)

2933.

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

2934.

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

2935.

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory

[cuiaxiang's solution](#)

2936.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

2937.

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

2938.

986A

[Fair](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory, shortest paths

[cuiaoxiang's solution](#)

2939.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[cuiaoxiang's solution](#)

2940.

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,364 global accepts · Rating: 1600 · first AC: 2018-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

2941.

940D

[Alena And The Heater](#) · [Tutorial](#)

Quality: 3,758 global accepts · Rating: 1600 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cuiaoxiang's solution](#)

2942.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[cuiaoxiang's solution](#)

2943.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, two pointers

[cuiaoxiang's solution](#)

2944.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cuiaoxiang's solution](#)

2945.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[cuiaoxiang's solution](#)

2946.

922C

[Cave Painting](#) · [Tutorial](#)

Quality: 7,568 global accepts · Rating: 1600 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, number theory

[cuiaxiang's solution](#)

2947.

910B

[Door Frames](#) · [Tutorial](#)

Quality: 1,873 global accepts · Rating: 1600 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2948.

888D

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

Quality: 10,505 global accepts · Rating: 1600 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

2949.

879C

[Short Program](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, graph matchings

[cuiaxiang's solution](#)

2950.

831E

[Cards Sorting](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuiaxiang's solution](#)

2951.

750C

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

Quality: 6,991 global accepts · Rating: 1600 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[cuiaxiang's solution](#)

2952.

861D

[Polycarp's phone book](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-10-18 · last AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, strings

[cuiaxiang's solution](#)

2953.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[cuiaxiang's solution](#)

2954.

735C

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

Quality: 7,966 global accepts · Rating: 1600 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

2955.

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,750 global accepts · Rating: 1600 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

2956.

837B

[Flag of Berland](#) · [Tutorial](#)

Quality: 4,365 global accepts · Rating: 1600 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2957.

835C

[Star sky](#) · [Tutorial](#)

Quality: 9,397 global accepts · Rating: 1600 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cuiaxiang's solution](#)

2958.

602C

[The Two Routes](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[cuiaxiang's solution](#)

2959.

825C

[Multi-judge Solving](#) · [Tutorial](#)

Quality: 4,887 global accepts · Rating: 1600 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

2960.

825B

[Five-In-a-Row](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1600 · first AC: 2017-07-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

2961.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[cuiaxiang's solution](#)

2962.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2017-07-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

2963.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[cuiaxiang's solution](#)

2964.

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,204 global accepts · Rating: 1600 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

2965.

493C

[Vasya and Basketball](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers

[cuiaxiang's solution](#)

2966.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 1600 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, strings, two pointers

[cuiaxiang's solution](#)

2967.

789C

[Functions again](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, two pointers

[cuiaxiang's solution](#)

2968.

760D

[Travel Card](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, two pointers

[cuiaxiang's solution](#)

2969.

733D

[Kostya the Sculptor](#) · [Tutorial](#)

Quality: 4,363 global accepts · Rating: 1600 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[cuiaxiang's solution](#)

2970.

682C

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

Quality: 8,083 global accepts · Rating: 1600 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cuiaxiang's solution](#)

2971.

673D

[Bear and Two Paths](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[cuiaxiang's solution](#)

2972.

781A

[Andryusha and Colored Balloons](#) · [Tutorial](#)

Rating: 1600 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, trees

[cuiaxiang's solution](#)

2973.

777C

[Alyona and Spreadsheet](#) · [Tutorial](#)

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cuiaxiang's solution](#)

2974.

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2017-02-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[cuiaxiang's solution](#)

2975.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,974 global accepts · Rating: 1600 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[cuiaxiang's solution](#)

2976.

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[cuiaxiang's solution](#)

2977.

763A

[Timofey and a tree](#) · [Tutorial](#)

Quality: 11,868 global accepts · Rating: 1600 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[cuiaxiang's solution](#)

2978.

630G

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

Quality: 3,301 global accepts · Rating: 1600 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

2979.

725C

[Hidden Word](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 1600 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, strings
[cuiaoxiang's solution](#)

2980.

731C

[Socks](#) · [Tutorial](#)

Quality: 7,864 global accepts · Rating: 1600 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy
[cuiaoxiang's solution](#)

2981.

727B

[Bill Total Value](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 1600 · first AC: 2016-10-18 · GNU C++11 (first AC) · Tags: expression parsing, implementation, strings
[cuiaoxiang's solution](#)

2982.

723D

[Lakes in Berland](#) · [Tutorial](#)

Quality: 7,505 global accepts · Rating: 1600 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation
[cuiaoxiang's solution](#)

2983.

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,473 global accepts · Rating: 1600 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, dsu
[cuiaoxiang's solution](#)

2984.

659E

[New Reform](#) · [Tutorial](#)

Quality: 7,992 global accepts · Rating: 1600 · first AC: 2016-03-31 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy
[cuiaoxiang's solution](#)

2985.

599C

[Day at the Beach](#) · [Tutorial](#)

Quality: 5,076 global accepts · Rating: 1600 · first AC: 2015-11-24 · GNU C++11 (first AC) · Tags: sortings
[cuiaoxiang's solution](#)

2986.

510C

[Fox And Names](#) · [Tutorial](#)

Quality: 22,173 global accepts · Rating: 1600 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, sortings
[cuiaoxiang's solution](#)

2987.

500C

[New Year Book Reading](#) · [Tutorial](#)

Quality: 6,032 global accepts · Rating: 1600 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cuiaoxiang's solution](#)

2988.

500B

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

Quality: 9,601 global accepts · Rating: 1600 · first AC: 2015-01-02 · GNU C++0x (first AC) · Tags: dfs and similar, dsu, graphs, greedy, math, sortings

[cuiaoxiang's solution](#)

2989.

446A

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

Quality: 13,531 global accepts · Rating: 1600 · first AC: 2014-07-16 · GNU C++0x (first AC) · Tags: dp, implementation, two pointers

[cuiaoxiang's solution](#)

2990.

435C

[Cardiogram](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1600 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

2991.

429B

[Working out](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2014-05-12 · GNU C++ (first AC) · Tags: dp

[cuiaoxiang's solution](#)

2992.

343B

[Alternating Current](#) · [Tutorial](#)

Quality: 17,318 global accepts · Rating: 1600 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: data structures, greedy, implementation

[cuiaoxiang's solution](#)

2993.

340C

[Tourist Problem](#) · [Tutorial](#)

Quality: 4,681 global accepts · Rating: 1600 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: combinatorics, implementation, math

[cuiaoxiang's solution](#)

2994.

337C

[Quiz](#) · [Tutorial](#)

Quality: 5,230 global accepts · Rating: 1600 · first AC: 2013-08-21 · GNU C++0x (first AC) · Tags: binary search, greedy, math, matrices, number theory

[cuiaoxiang's solution](#)

2995.

323A

[Black-and-White Cube](#) · [Tutorial](#)

Quality: 968 global accepts · Rating: 1600 · first AC: 2013-07-11 · Java 6 (first AC) · Tags: combinatorics, constructive algorithms

[cuiaoxiang's solution](#)

2996.

322B

[Ciel and Flowers](#) · [Tutorial](#)

Quality: 13,202 global accepts · Rating: 1600 · first AC: 2013-07-11 · Java 6 (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

2997.

319A

[Malek Dance Club](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1600 · first AC: 2013-06-24 · GNU C++ (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

2998.

291D

[Parallel Programming](#) · [Tutorial](#)

Quality: 1,539 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, greedy

[cuiaxiang's solution](#)

2999.

291C

[Network Mask](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1600 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: *special, bitmasks, brute force, implementation

[cuiaxiang's solution](#)

3000.

243A

[The Brand New Function](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1600 · first AC: 2012-11-16 · GNU C++0x (first AC) · Tags: bitmasks

[cuiaxiang's solution](#)

3001.

234G

[Practice](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 1600 · first AC: 2012-11-10 · GNU C++0x (first AC) · Tags: constructive algorithms, divide and conquer, implementation

[cuiaxiang's solution](#)

3002.

237C

[Primes on Interval](#) · [Tutorial](#)

Quality: 6,649 global accepts · Rating: 1600 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: binary search, number theory, two pointers

[cuiaxiang's solution](#)

3003.

235A

[LCM Challenge](#) · [Tutorial](#)

Quality: 20,987 global accepts · Rating: 1600 · first AC: 2012-10-21 · GNU C++0x (first AC) · Tags: number theory

[cuiaxiang's solution](#)

3004.

209A

[Multicolored Marbles](#) · [Tutorial](#)

Quality: 2,849 global accepts · Rating: 1600 · first AC: 2012-07-27 · GNU C++ (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

3005.

197A

[Plate Game](#) · [Tutorial](#)

Quality: 6,845 global accepts · Rating: 1600 · first AC: 2012-06-14 · GNU C++ (first AC) · Tags: constructive algorithms, games, math

[cuiaxiang's solution](#)

3006.

178C1

[Smart Beaver and Resolving Collisions](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 1600 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

[cuiaxiang's solution](#)

3007.

178B2

[Greedy Merchants](#) · [Tutorial](#)

Quality: 770 global accepts · Rating: 1600 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

[cuiaxiang's solution](#)

3008.

178B1

[Greedy Merchants](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 1600 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

[cuiaxiang's solution](#)

3009.

171G

[Mysterious numbers - 2](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 1600 · first AC: 2012-04-03 · GNU C++ (first AC) · Tags: *special

[cuiaxiang's solution](#)

3010.

171F

[ucyhf](#) · [Tutorial](#)

Quality: 1,485 global accepts · Rating: 1600 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, brute force, implementation, number theory

[cuiaxiang's solution](#)

3011.

156B

[Suspects](#) · [Tutorial](#)

Quality: 2,449 global accepts · Rating: 1600 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, implementation

[cuiaxiang's solution](#)

3012.

154B

[Colliders](#) · [Tutorial](#)

Quality: 6,127 global accepts · Rating: 1600 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

3013.

154A

[Hometask](#) · [Tutorial](#)

Quality: 4,327 global accepts · Rating: 1600 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3014.

150B

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

Quality: 5,317 global accepts · Rating: 1600 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cuiaxiang's solution](#)

3015.

149B

[Martian Clock](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 1600 · first AC: 2012-02-11 · Java 6 (first AC) · Tags: implementation

[cuiaxiang's solution](#)

3016.

138A

[Literature Lesson](#) · [Tutorial](#)

Quality: 2,590 global accepts · Rating: 1600 · first AC: 2012-01-02 · GNU C++ (first AC) · Tags: implementation

[cuiaxiang's solution](#)

3017.

131D

[Subway](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1600 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: dfs and similar, graphs

[cuiaxiang's solution](#)

3018.

86A

[Reflection](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 1600 · first AC: 2011-05-23 · GNU C++ (first AC) · Tags: math

[cuiaxiang's solution](#)

3019.

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,651 global accepts · Rating: 1600 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: binary search, number theory

[cuiaxiang's solution](#)

3020.

71C

[Round Table Knights](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1600 · first AC: 2011-03-30 · GNU C++ (first AC) · Tags: dp, math, number theory

[cuiaoxiang's solution](#)

3021.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,321 global accepts · Rating: 1600 · first AC: 2011-03-03 · GNU C++ (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

3022.

57B

[Martian Architecture](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 1600 · first AC: 2011-02-05 · last AC: 2011-02-07 · GNU C++ (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

3023.

55B

[Smallest number](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 1600 · first AC: 2011-01-23 · GNU C++ (first AC) · Tags: brute force

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3024.

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2010-10-19 · GNU C++ (first AC) · Tags: implementation

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3025.

11B

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Quality: 5,709 global accepts · Rating: 1600 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: math

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3026.

7B

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Quality: 2,957 global accepts · Rating: 1600 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: implementation

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3027.

2185F

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3028.

2159A

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Quality: 8,137 global accepts · Rating: 1700 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, implementation, interactive

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3029.

2027D1

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Quality: 6,966 global accepts · Rating: 1700 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, graphs, greedy, implementation, two pointers

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3030.

2110D

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Quality: 8,608 global accepts · Rating: 1700 · first AC: 2025-05-24 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dfs and similar, dp, graphs, greedy, hashing

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3031.

2109C2

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3032.

2104E

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Quality: 8,091 global accepts · Rating: 1700 · first AC: 2025-04-28 · last AC: 2025-04-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, dp, greedy, strings

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3033.

2094G

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3034.

2086D

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3035.

2072F

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3036.

2065G

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Quality: 6,286 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

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3037.

2065F

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Quality: 7,094 global accepts · Rating: 1700 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, trees

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3038.

2044G1

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3039.

2050F

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Quality: 10,603 global accepts · Rating: 1700 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory

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3040.

2041D

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shortest paths

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3041.

2030D

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3042.

2009F

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Quality: 8,490 global accepts · Rating: 1700 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, flows, math

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3043.

1999G2

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Quality: 11,031 global accepts · Rating: 1700 · first AC: 2024-08-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, interactive, ternary search

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3044.

1992E

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Quality: 10,760 global accepts · Rating: 1700 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, strings

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3045.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,263 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

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3046.

1973C

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[cuiaoxiang's solution](#)

3047.

1971G

[XOUR](#) · [Tutorial](#)

Quality: 11,491 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, sortings

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3048.

1864D

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3049.

1950F

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3050.

1948D

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3051.

1934C

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3052.

1883E

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3053.

1931F

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3054.

1916D

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3055.

1903D1

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3056.

1896D

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3057.

1901D

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3059.

1893B

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1889B

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3061.

1884C

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3062.

1881F

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3063.

1879D

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3064.

1873H

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3065.

1850H

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3066.

1833F

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3067.

1829H

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3068.

1826D

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3069.

1822G1

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1822F

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3071.

1814B

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1798C

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1807F

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1792D

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3075.

1777C

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3076.

1783C

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3077.

1779D

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1731C

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3079.

1731D

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3080.

1765D

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3081.

1760G

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1735D

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1715C

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1714G

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1709D

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3087.

1702F

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3088.

1699C

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3089.

1695C

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3090.

1693B

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3091.

1692H

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1690F

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1687B

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3094.

1681D

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1684D

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3096.

1677B

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1670D

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3098.

1129A1

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3099.

678D

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3100.

949B

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3101.

956C

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3102.

1361A

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3103.

685A

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Quality: 4,502 global accepts · Rating: 1700 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math
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3104.

1660F1

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3105.

1658C

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3106.

1089E

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3107.

936A

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3108.

1413D

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3109.

1644D

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3110.

1628B

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1626C

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Quality: 11,811 global accepts · Rating: 1700 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

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3112.

1625C

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3113.

1621C

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3114.

1619E

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3115.

1618E

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Quality: 7,790 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

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3116.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[cuiaxiang's solution](#)

3117.

1168A

[Increasing by Modulo](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1700 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

3118.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,377 global accepts · Rating: 1700 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[cuiaxiang's solution](#)

3119.

1051D

[Bicolorings](#) · [Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2018-09-20 · last AC: 2021-11-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cuiaxiang's solution](#)

3120.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[cuiaxiang's solution](#)

3121.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,401 global accepts · Rating: 1700 · first AC: 2021-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[cuiaxiang's solution](#)

3122.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,134 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[cuiaxiang's solution](#)

3123.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,925 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[cuiaxiang's solution](#)

3124.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[cuiaxiang's solution](#)

3125.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,369 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

3126.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[cuiaxiang's solution](#)

3127.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[cuiaxiang's solution](#)

3128.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[cuiaxiang's solution](#)

3129.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[cuiaxiang's solution](#)

3130.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[cuiaxiang's solution](#)

3131.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[cuiaxiang's solution](#)

3132.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,001 global accepts · Rating: 1700 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cuiaxiang's solution](#)

3133.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

3134.

578A

[A Problem about Polyline](#) · [Tutorial](#)

Quality: 4,955 global accepts · Rating: 1700 · first AC: 2021-06-27 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

3135.

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1700 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[cuiaxiang's solution](#)

3136.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,270 global accepts · Rating: 1700 · first AC: 2021-06-10 · last AC: 2021-06-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

3137.

983A

[Finite or not?](#) · [Tutorial](#)

Quality: 4,780 global accepts · Rating: 1700 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

3138.

202B

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

Quality: 857 global accepts · Rating: 1700 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cuiaxiang's solution](#)

3139.

81C

[Average Score](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 1700 · first AC: 2021-04-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[cuiaxiang's solution](#)

3140.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[cuiaxiang's solution](#)

3141.

279C

[Ladder](#) · [Tutorial](#)

Quality: 8,925 global accepts · Rating: 1700 · first AC: 2021-04-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, two pointers
[cuiaoxiang's solution](#)

3142.

467C

[George and Job](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1700 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[cuiaoxiang's solution](#)

3143.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,394 global accepts · Rating: 1700 · first AC: 2021-04-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory
[cuiaoxiang's solution](#)

3144.

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-03-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math
[cuiaoxiang's solution](#)

3145.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-03-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers
[cuiaoxiang's solution](#)

3146.

1340B

[Nastya and Scoreboard](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, greedy
[cuiaoxiang's solution](#)

3147.

283B

[Cow Program](#) · [Tutorial](#)

Quality: 3,932 global accepts · Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs
[cuiaoxiang's solution](#)

3148.

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,890 global accepts · Rating: 1700 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[cuiaoxiang's solution](#)

3149.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory
[cuiaoxiang's solution](#)

3150.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaoxiang's solution](#)

3151.

18B

[Platforms](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 1700 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

3152.

245C

[Game with Coins](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3153.

276D

[Little Girl and Maximum XOR](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1700 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, implementation, math

[cuiaxiang's solution](#)

3154.

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, sortings

[cuiaxiang's solution](#)

3155.

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, implementation

[cuiaxiang's solution](#)

3156.

219D

[Choosing Capital for Treeland](#) · [Tutorial](#)

Quality: 12,490 global accepts · Rating: 1700 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cuiaxiang's solution](#)

3157.

489D

[Unbearable Controversy of Being](#) · [Tutorial](#)

Quality: 7,050 global accepts · Rating: 1700 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, graphs

[cuiaxiang's solution](#)

3158.

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[cuiaxiang's solution](#)

3159.

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, strings

[cuiaxiang's solution](#)

3160.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,544 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

3161.

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy

[cuiaxiang's solution](#)

3162.

567D

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

Quality: 5,245 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[cuiaxiang's solution](#)

3163.

567C

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

Quality: 10,435 global accepts · Rating: 1700 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp

[cuiaxiang's solution](#)

3164.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[cuiaxiang's solution](#)

3165.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,906 global accepts · Rating: 1700 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[cuiaxiang's solution](#)

3166.

1469D

[Ceil Divisions](#) · [Tutorial](#)

Quality: 10,209 global accepts · Rating: 1700 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cuiaxiang's solution](#)

3167.

471C

[MUH and House of Cards](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math

[cuiaxiang's solution](#)

3168.

581D

[Three Logos](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1700 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, geometry, implementation, math

[cuiaxiang's solution](#)

3169.

294B

[Shaass and Bookshelf](#) · [Tutorial](#)

Quality: 5,038 global accepts · Rating: 1700 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

3170.

339D

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

Quality: 32,559 global accepts · Rating: 1700 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

3171.

339C

[Xenia and Weights](#) · [Tutorial](#)

Quality: 8,762 global accepts · Rating: 1700 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[cuiaxiang's solution](#)

3172.

486C

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

Quality: 12,371 global accepts · Rating: 1700 · first AC: 2020-12-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaxiang's solution](#)

3173.

1462E2

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

Quality: 11,368 global accepts · Rating: 1700 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, math, sortings, two pointers

[cuiaxiang's solution](#)

3174.

1453C

[Triangles](#) · [Tutorial](#)

Quality: 6,260 global accepts · Rating: 1700 · first AC: 2020-12-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

3175.

460C

[Present](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[cuiaxiang's solution](#)

3176.

507C

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

Quality: 4,560 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, trees

[cuiaxiang's solution](#)

3177.

598D

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

Quality: 13,104 global accepts · Rating: 1700 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[cuiaxiang's solution](#)

3178.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, geometry, math

[cuiaxiang's solution](#)

3179.

490C

[Hacking Cypher](#) · [Tutorial](#)

Quality: 9,472 global accepts · Rating: 1700 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory, strings

[cuiaxiang's solution](#)

3180.

540B

[School Marks](#) · [Tutorial](#)

Quality: 4,980 global accepts · Rating: 1700 · first AC: 2020-10-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

3181.

1430D

[String Deletion](#) · [Tutorial](#)

Quality: 9,318 global accepts · Rating: 1700 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cuiaxiang's solution](#)

3182.

1422C

[Bargain](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

3183.

1086B

[Minimum Diameter Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, trees
[cuiaoxiang's solution](#)

3184.

474D

[Flowers](#) · [Tutorial](#)

Quality: 30,625 global accepts · Rating: 1700 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3185.

584C

[Marina and Vasya](#) · [Tutorial](#)

Quality: 6,530 global accepts · Rating: 1700 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings
[cuiaoxiang's solution](#)

3186.

630I

[Parking Lot](#) · [Tutorial](#)

Quality: 8,264 global accepts · Rating: 1700 · first AC: 2020-09-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

3187.

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2020-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, math
[cuiaoxiang's solution](#)

3188.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[cuiaoxiang's solution](#)

3189.

1061C

[Multiplicity](#) · [Tutorial](#)

Quality: 10,711 global accepts · Rating: 1700 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, math, number theory
[cuiaoxiang's solution](#)

3190.

617D

[Polyline](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[cuiaoxiang's solution](#)

3191.

621C

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

Quality: 6,242 global accepts · Rating: 1700 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[cuiaoxiang's solution](#)

3192.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[cuiaxiang's solution](#)

3193.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
[cuiaxiang's solution](#)

3194.

734D

[Anton and Chess](#) · [Tutorial](#)

Quality: 3,917 global accepts · Rating: 1700 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[cuiaxiang's solution](#)

3195.

1023D

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

Quality: 4,282 global accepts · Rating: 1700 · first AC: 2020-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures
[cuiaxiang's solution](#)

3196.

691D

[Swaps in Permutation](#) · [Tutorial](#)

Quality: 6,554 global accepts · Rating: 1700 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, math
[cuiaxiang's solution](#)

3197.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[cuiaxiang's solution](#)

3198.

765D

[Artsem and Saunders](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math
[cuiaxiang's solution](#)

3199.

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,330 global accepts · Rating: 1700 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs
[cuiaxiang's solution](#)

3200.

1148C

[Crazy Diamond](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 1700 · first AC: 2020-08-22 · last AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[cuiaxiang's solution](#)

3201.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory
[cuiaxiang's solution](#)

3202.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[cuiaxiang's solution](#)

3203.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,667 global accepts · Rating: 1700 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math
[cuiaxiang's solution](#)

3204.

1359C

[Mixing Water](#) · [Tutorial](#)

Quality: 15,300 global accepts · Rating: 1700 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cuiaxiang's solution](#)

3205.

1324E

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

Quality: 17,016 global accepts · Rating: 1700 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[cuiaxiang's solution](#)

3206.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

3207.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[cuiaxiang's solution](#)

3208.

118D

[Caesar's Legions](#) · [Tutorial](#)

Quality: 20,484 global accepts · Rating: 1700 · first AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaxiang's solution](#)

3209.

305B

[Continued Fractions](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 1700 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

3210.

1301C

[Ayoub's function](#) · [Tutorial](#)

Quality: 9,878 global accepts · Rating: 1700 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, greedy, math, strings
[cuiaxiang's solution](#)

3211.

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2020-01-28 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers
[cuiaxiang's solution](#)

3212.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, implementation
[cuiaxiang's solution](#)

3213.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, shortest paths
[cuiaoxiang's solution](#)

3214.

591C

[Median Smoothing](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[cuiaoxiang's solution](#)

3215.

1279D

[Santa's Bot](#) · [Tutorial](#)

Quality: 7,294 global accepts · Rating: 1700 · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities
[cuiaoxiang's solution](#)

3216.

1268A

[Long Beautiful Integer](#) · [Tutorial](#)

Quality: 9,069 global accepts · Rating: 1700 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings
[cuiaoxiang's solution](#)

3217.

1280A

[Cut and Paste](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

3218.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

3219.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

3220.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2019-11-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory
[cuiaoxiang's solution](#)

3221.

1009D

[Relatively Prime Graph](#) · [Tutorial](#)

Quality: 6,658 global accepts · Rating: 1700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, math
[cuiaoxiang's solution](#)

3222.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-11-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[cuiaoxiang's solution](#)

3223.

1256C

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

Quality: 7,320 global accepts · Rating: 1700 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3224.

1153C

[Serval and Parenthesis Sequence](#) · [Tutorial](#)

Quality: 7,793 global accepts · Rating: 1700 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[cuiaxiang's solution](#)

3225.

1249E

[By Elevator or Stairs?](#) · [Tutorial](#)

Quality: 11,003 global accepts · Rating: 1700 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, shortest paths

[cuiaxiang's solution](#)

3226.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

3227.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-22 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

3228.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1700 · first AC: 2019-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[cuiaxiang's solution](#)

3229.

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2019-09-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[cuiaxiang's solution](#)

3230.

1203D2

[Remove the Substring \(hard version\)](#) · [Tutorial](#)

Quality: 8,119 global accepts · Rating: 1700 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, two pointers

[cuiaxiang's solution](#)

3231.

1194D

[1-2-K Game](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1700 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[cuiaxiang's solution](#)

3232.

1056C

[Pick Heroes](#) · [Tutorial](#)

Quality: 2,579 global accepts · Rating: 1700 · first AC: 2019-07-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, interactive, sortings

[cuiaxiang's solution](#)

3233.

1185D

[Extra Element](#) · [Tutorial](#)

Quality: 7,059 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

3234.

1185C2

[Exam in BerSU \(hard version\)](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1700 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[cuiaxiang's solution](#)

3235.

1146C

[Tree Diameter](#) · [Tutorial](#)

Quality: 4,217 global accepts · Rating: 1700 · first AC: 2019-05-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, graphs, interactive

[cuiaxiang's solution](#)

3236.

1157E

[Minimum Array](#) · [Tutorial](#)

Quality: 9,189 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[cuiaxiang's solution](#)

3237.

1157C2

[Increasing Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 9,086 global accepts · Rating: 1700 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3238.

1144F

[Graph Without Long Directed Paths](#) · [Tutorial](#)

Quality: 14,120 global accepts · Rating: 1700 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[cuiaxiang's solution](#)

3239.

1141E

[Superhero Battle](#) · [Tutorial](#)

Quality: 7,107 global accepts · Rating: 1700 · first AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

3240.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,754 global accepts · Rating: 1700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu

[cuiaxiang's solution](#)

3241.

1006D

[Two Strings Swaps](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 1700 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

3242.

1066E

[Binary Numbers AND Sum](#) · [Tutorial](#)

Quality: 6,578 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[cuiaxiang's solution](#)

3243.

1102E

[Monotonic Renumeration](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings

[cuiaxiang's solution](#)

3244.

1118E

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

Quality: 4,456 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaxiang's solution](#)

3245.

1118D1

[Coffee and Coursework \(Easy version\)](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy
[cuiaxiang's solution](#)

3246.

1118D2

[Coffee and Coursework \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,801 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy
[cuiaxiang's solution](#)

3247.

1118C

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

Quality: 6,101 global accepts · Rating: 1700 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation
[cuiaxiang's solution](#)

3248.

1114C

[Trailing Loves \(or L'oeufs?\)](#) · [Tutorial](#)

Quality: 7,889 global accepts · Rating: 1700 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math, number theory
[cuiaxiang's solution](#)

3249.

1111B

[Average Superhero Gang Power](#) · [Tutorial](#)

Quality: 6,516 global accepts · Rating: 1700 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuiaxiang's solution](#)

3250.

1091D

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

Quality: 7,477 global accepts · Rating: 1700 · first AC: 2019-01-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

3251.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-10-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaxiang's solution](#)

3252.

1042C

[Array Product](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1700 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaxiang's solution](#)

3253.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers
[cuiaxiang's solution](#)

3254.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cuiaxiang's solution](#)

3255.

978G

[Petya's Exams](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1700 · first AC: 2018-05-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[cuiaoxiang's solution](#)

3256.

977F

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

Quality: 25,137 global accepts · Rating: 1700 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3257.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2018-03-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

3258.

126B

[Password](#) · [Tutorial](#)

Quality: 24,773 global accepts · Rating: 1700 · first AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings
[cuiaoxiang's solution](#)

3259.

919D

[Substring](#) · [Tutorial](#)

Quality: 12,252 global accepts · Rating: 1700 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs
[cuiaoxiang's solution](#)

3260.

917B

[MADMAX](#) · [Tutorial](#)

Quality: 4,003 global accepts · Rating: 1700 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs
[cuiaoxiang's solution](#)

3261.

696B

[Puzzles](#) · [Tutorial](#)

Quality: 3,801 global accepts · Rating: 1700 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, probabilities, trees
[cuiaoxiang's solution](#)

3262.

910C

[Minimum Sum](#) · [Tutorial](#)

Quality: 2,161 global accepts · Rating: 1700 · first AC: 2018-01-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[cuiaoxiang's solution](#)

3263.

915C

[Permute Digits](#) · [Tutorial](#)

Quality: 7,554 global accepts · Rating: 1700 · first AC: 2018-01-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cuiaoxiang's solution](#)

3264.

900C

[Remove Extra One](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1700 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math
[cuiaoxiang's solution](#)

3265.

625A

[Guest From the Past](#) · [Tutorial](#)

Quality: 5,664 global accepts · Rating: 1700 · first AC: 2017-08-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

3266.

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-31 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

3267.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

3268.

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,346 global accepts · Rating: 1700 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3269.

493D

[Vasya and Chess](#) · [Tutorial](#)

Quality: 10,206 global accepts · Rating: 1700 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math
[cuiaoxiang's solution](#)

3270.

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,144 global accepts · Rating: 1700 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs
[cuiaoxiang's solution](#)

3271.

789B

[Masha and geometric depression](#) · [Tutorial](#)

Quality: 4,927 global accepts · Rating: 1700 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math
[cuiaoxiang's solution](#)

3272.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2017-05-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, number theory
[cuiaoxiang's solution](#)

3273.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings
[cuiaoxiang's solution](#)

3274.

760C

[Pavel and barbecue](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[cuiaoxiang's solution](#)

3275.

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, bitmasks, brute force, meet-in-the-middle
[cuiaoxiang's solution](#)

3276.

769C

[Cycle In Maze](#) · [Tutorial](#)

Quality: 3,025 global accepts · Rating: 1700 · first AC: 2017-05-10 · C++14 (GCC 6-32) (first AC) · Tags: *special, dfs and similar, graphs, greedy, shortest paths

[cuiaxiang's solution](#)

3277.

699D

[Fix a Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-05-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees

[cuiaxiang's solution](#)

3278.

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special, implementation

[cuiaxiang's solution](#)

3279.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[cuiaxiang's solution](#)

3280.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, strings

[cuiaxiang's solution](#)

3281.

740C

[Alyona and mex](#) · [Tutorial](#)

Rating: 1700 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

3282.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[cuiaxiang's solution](#)

3283.

778A

[String Game](#) · [Tutorial](#)

Quality: 12,831 global accepts · Rating: 1700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, strings

[cuiaxiang's solution](#)

3284.

737B

[Sea Battle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

3285.

737A

[Road to Cinema](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[cuiaxiang's solution](#)

3286.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2016-11-08 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[cuiaxiang's solution](#)

3287.

622C

[Not Equal on a Segment](#) · [Tutorial](#)

Quality: 7,524 global accepts · Rating: 1700 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

3288.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings
[cuiaoxiang's solution](#)

3289.

559B

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

Quality: 11,675 global accepts · Rating: 1700 · first AC: 2015-08-12 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings
[cuiaoxiang's solution](#)

3290.

546D

[Soldier and Number Game](#) · [Tutorial](#)

Quality: 13,771 global accepts · Rating: 1700 · first AC: 2015-05-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, math, number theory
[cuiaoxiang's solution](#)

3291.

479D

[Long Jumps](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1700 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: binary search, greedy, implementation
[cuiaoxiang's solution](#)

3292.

443C

[Borya and Hanabi](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: bitmasks, brute force, constructive algorithms, implementation
[cuiaoxiang's solution](#)

3293.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,852 global accepts · Rating: 1700 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: binary search, sortings, ternary search, two pointers
[cuiaoxiang's solution](#)

3294.

439C

[Devu and Partitioning of the Array](#) · [Tutorial](#)

Quality: 4,170 global accepts · Rating: 1700 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: brute force, constructive algorithms, implementation, number theory
[cuiaoxiang's solution](#)

3295.

331B1

[Shave Beaver!](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 1700 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

3296.

327C

[Magic Five](#) · [Tutorial](#)

Quality: 3,669 global accepts · Rating: 1700 · first AC: 2013-07-14 · GNU C++0x (first AC) · Tags: combinatorics, math
[cuiaoxiang's solution](#)

3297.

281B

[Nearest Fraction](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1700 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: brute force, implementation, two pointers
[cuiaoxiang's solution](#)

3298.

288C

[Polo the Penguin and XOR operation](#) · [Tutorial](#)

Quality: 2,457 global accepts · Rating: 1700 · first AC: 2013-04-06 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

3299.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,673 global accepts · Rating: 1700 · first AC: 2013-04-01 · GNU C++ (first AC) · Tags: *special, graph matchings, implementation, trees
[cuiaoxiang's solution](#)

3300.

260C

[Balls and Boxes](#) · [Tutorial](#)

Quality: 3,229 global accepts · Rating: 1700 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, implementation
[cuiaoxiang's solution](#)

3301.

229B

[Planets](#) · [Tutorial](#)

Quality: 5,786 global accepts · Rating: 1700 · first AC: 2012-10-03 · GNU C++0x (first AC) · Tags: binary search, data structures, graphs, shortest paths
[cuiaoxiang's solution](#)

3302.

225C

[Barcode](#) · [Tutorial](#)

Quality: 10,166 global accepts · Rating: 1700 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: dp, matrices
[cuiaoxiang's solution](#)

3303.

198A

[About Bacteria](#) · [Tutorial](#)

Quality: 3,329 global accepts · Rating: 1700 · first AC: 2012-06-23 · GNU C++ (first AC) · Tags: implementation, math
[cuiaoxiang's solution](#)

3304.

159E

[Zebra Tower](#) · [Tutorial](#)

Quality: 1,098 global accepts · Rating: 1700 · first AC: 2012-06-20 · GNU C++ (first AC) · Tags: *special, data structures, greedy, sortings
[cuiaoxiang's solution](#)

3305.

176B

[Word Cut](#) · [Tutorial](#)

Quality: 2,389 global accepts · Rating: 1700 · first AC: 2012-05-26 · GNU C++ (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3306.

183A

[Headquarters](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 1700 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: constructive algorithms, math
[cuiaoxiang's solution](#)

3307.

183B

[Zoo](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 1700 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: brute force, geometry
[cuiaoxiang's solution](#)

3308.

161B

[Discounts](#) · [Tutorial](#)

Quality: 2,090 global accepts · Rating: 1700 · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: constructive algorithms, greedy, sortings
[cuiaoxiang's solution](#)

3309.

160C

[Find Pair](#) · [Tutorial](#)

Quality: 3,719 global accepts · Rating: 1700 · first AC: 2012-03-10 · GNU C++ (first AC) · Tags: implementation, math, sortings
[cuiaoxiang's solution](#)

3310.

156A

[Message](#) · [Tutorial](#)

Quality: 3,271 global accepts · Rating: 1700 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: brute force
[cuiaoxiang's solution](#)

3311.

140A

[New Year Table](#) · [Tutorial](#)

Quality: 4,368 global accepts · Rating: 1700 · first AC: 2012-01-06 · GNU C++ (first AC) · Tags: geometry, math
[cuiaoxiang's solution](#)

3312.

131E

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3313.

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3314.

101B

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82B

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76E

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3317.

63C

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51B

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53B

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14C

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4D

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3323.

2185G

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3324.

2184E

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3325.

2117F

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2092D

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2091F

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2033F

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3335.

2008G

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1846F

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1846E2

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1841C

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1833G

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1750D

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1729E

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1720D1

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1709C

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687B

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1675F

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1067B

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933A

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1129A2

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666A

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1328D

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1635D

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1637D

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706D

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3392.

1630B

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3393.

600C

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1619D

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1617D1

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3400.

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1575D

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1572A

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1556D

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3406.

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3407.

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

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3408.

1329A

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Quality: 9,669 global accepts · Rating: 1800 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

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3409.

1548B

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Quality: 11,349 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

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3410.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,776 global accepts · Rating: 1800 · first AC: 2021-07-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy,

implementation

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3411.

1552D

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Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[cuiaxiang's solution](#)

3412.

1552C

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Quality: 6,287 global accepts · Rating: 1800 · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

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3413.

1535D

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Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

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3414.

983B

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Quality: 6,309 global accepts · Rating: 1800 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dp

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3415.

1525D

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Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy

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3416.

202D

[Guess That Car!](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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3417.

1505D

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Quality: 886 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, number theory

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3418.

1505E

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Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, greedy, implementation, shortest paths

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3419.

1254B1

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Quality: 5,007 global accepts · Rating: 1800 · first AC: 2021-02-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

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3420.

16C

[Monitor](#) · [Tutorial](#)

Quality: 5,418 global accepts · Rating: 1800 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, number theory

[cuiaxiang's solution](#)

3421.

141C

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Quality: 2,729 global accepts · Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cuiaxiang's solution](#)

3422.

143D

[Help General](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math

[cuiaxiang's solution](#)

3423.

245H

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

Quality: 9,061 global accepts · Rating: 1800 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, strings

[cuiaxiang's solution](#)

3424.

370C

[Mittens](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 1800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[cuiaxiang's solution](#)

3425.

371D

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Quality: 6,477 global accepts · Rating: 1800 · first AC: 2021-01-31 · last AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[cuiaxiang's solution](#)

3426.

1478D

[Nezzar and Board](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

3427.

1475D

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Quality: 11,191 global accepts · Rating: 1800 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[cuiaxiang's solution](#)

3428.

180A

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Quality: 594 global accepts · Rating: 1800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[cuiaxiang's solution](#)

3429.

180E

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Quality: 2,067 global accepts · Rating: 1800 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, two pointers

[cuiaxiang's solution](#)

3430.

1073C

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Quality: 5,437 global accepts · Rating: 1800 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers

[cuiaxiang's solution](#)

3431.

1466E

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Quality: 8,364 global accepts · Rating: 1800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math
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3432.

471D

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Quality: 10,277 global accepts · Rating: 1800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings
[cuiaoxiang's solution](#)

3433.

580D

[Kefa and Dishes](#) · [Tutorial](#)

Quality: 11,877 global accepts · Rating: 1800 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp
[cuiaoxiang's solution](#)

3434.

300C

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

Quality: 11,761 global accepts · Rating: 1800 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics
[cuiaoxiang's solution](#)

3435.

363D

[Renting Bikes](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1800 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[cuiaoxiang's solution](#)

3436.

478C

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Quality: 20,597 global accepts · Rating: 1800 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

3437.

1463C

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Quality: 6,055 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[cuiaoxiang's solution](#)

3438.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cuiaoxiang's solution](#)

3439.

1462F

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Quality: 8,538 global accepts · Rating: 1800 · first AC: 2020-12-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy
[cuiaoxiang's solution](#)

3440.

404C

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Quality: 5,787 global accepts · Rating: 1800 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, sortings
[cuiaoxiang's solution](#)

3441.

909C

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

Quality: 5,486 global accepts · Rating: 1800 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3442.

257C

[View Angle](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 1800 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[cuiaxiang's solution](#)

3443.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[cuiaxiang's solution](#)

3444.

325B

[Stadium and Games](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 1800 · first AC: 2020-11-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[cuiaxiang's solution](#)

3445.

448D

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Quality: 16,668 global accepts · Rating: 1800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force
[cuiaxiang's solution](#)

3446.

1437C

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Quality: 12,187 global accepts · Rating: 1800 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings
[cuiaxiang's solution](#)

3447.

665D

[Simple Subset](#) · [Tutorial](#)

Quality: 4,175 global accepts · Rating: 1800 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, number theory
[cuiaxiang's solution](#)

3448.

1426E

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Quality: 8,139 global accepts · Rating: 1800 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math
[cuiaxiang's solution](#)

3449.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, sortings
[cuiaxiang's solution](#)

3450.

584D

[Dima and Lisa](#) · [Tutorial](#)

Quality: 11,121 global accepts · Rating: 1800 · first AC: 2020-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[cuiaxiang's solution](#)

3451.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cuiaxiang's solution](#)

3452.

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

3453.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[cuiaxiang's solution](#)

3454.

846C

[Four Segments](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[cuiaxiang's solution](#)

3455.

846B

[Math Show](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1800 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

3456.

911D

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Quality: 5,108 global accepts · Rating: 1800 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

3457.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

3458.

1062D

[Fun with Integers](#) · [Tutorial](#)

Quality: 4,171 global accepts · Rating: 1800 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, math

[cuiaxiang's solution](#)

3459.

989C

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Quality: 4,034 global accepts · Rating: 1800 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[cuiaxiang's solution](#)

3460.

1187C

[Vasya And Array](#) · [Tutorial](#)

Quality: 6,764 global accepts · Rating: 1800 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

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3461.

612D

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Quality: 4,362 global accepts · Rating: 1800 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

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3462.

1409E

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Quality: 8,459 global accepts · Rating: 1800 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[cuiaxiang's solution](#)

3463.

743D

[Chloe and pleasant prizes](#) · [Tutorial](#)

Quality: 4,730 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cuiaxiang's solution](#)

3464.

402D

[Upgrading Array](#) · [Tutorial](#)

Quality: 2,787 global accepts · Rating: 1800 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
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3465.

691C

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Quality: 2,971 global accepts · Rating: 1800 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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3466.

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
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3467.

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-08-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

3468.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees
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3469.

1398D

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Quality: 12,543 global accepts · Rating: 1800 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings
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3470.

1388C

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Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, math, trees
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3471.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,759 global accepts · Rating: 1800 · first AC: 2020-03-29 · last AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings
[cuiaxiang's solution](#)

3472.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

3473.

1324F

[Maximum White Subtree](#) · [Tutorial](#)

Quality: 13,072 global accepts · Rating: 1800 · first AC: 2020-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees
[cuiaxiang's solution](#)

3474.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, ternary search

[cuiaxiang's solution](#)

3475.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[cuiaxiang's solution](#)

3476.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

3477.

1296E1

[String Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 8,209 global accepts · Rating: 1800 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, sortings

[cuiaxiang's solution](#)

3478.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,221 global accepts · Rating: 1800 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

3479.

1282C

[Petya and Exam](#) · [Tutorial](#)

Quality: 4,582 global accepts · Rating: 1800 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings, two pointers

[cuiaxiang's solution](#)

3480.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[cuiaxiang's solution](#)

3481.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[cuiaxiang's solution](#)

3482.

1227D2

[Optimal Subsequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,731 global accepts · Rating: 1800 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

3483.

1252H

[Twin Buildings](#) · [Tutorial](#)

Quality: 2,846 global accepts · Rating: 1800 · first AC: 2019-11-01 · GNU C++11 (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

3484.

1246B

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math

[cuiaoxiang's solution](#)

3485.

1249D1

[Too Many Segments \(easy version\)](#) · [Tutorial](#)

Quality: 5,508 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

3486.

1249D2

[Too Many Segments \(hard version\)](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings

[cuiaoxiang's solution](#)

3487.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[cuiaoxiang's solution](#)

3488.

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-10-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[cuiaoxiang's solution](#)

3489.

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,196 global accepts · Rating: 1800 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaoxiang's solution](#)

3490.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[cuiaoxiang's solution](#)

3491.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[cuiaoxiang's solution](#)

3492.

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings

[cuiaoxiang's solution](#)

3493.

1047C

[Enlarge GCD](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cuiaoxiang's solution](#)

3494.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cuiaoxiang's solution](#)

3495.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,951 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[cuiaoxiang's solution](#)

3496.

1151C

[Problem for Nazar](#) · [Tutorial](#)

Quality: 5,605 global accepts · Rating: 1800 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

3497.

1119D

[Frets On Fire](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 1800 · first AC: 2019-04-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, sortings

[cuiaoxiang's solution](#)

3498.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[cuiaoxiang's solution](#)

3499.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, two pointers

[cuiaoxiang's solution](#)

3500.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-03-07 · C++14 (GCC 6-32) (first AC) · Tags: number theory

[cuiaoxiang's solution](#)

3501.

1066D

[Boxes Packing](#) · [Tutorial](#)

Quality: 5,945 global accepts · Rating: 1800 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation

[cuiaoxiang's solution](#)

3502.

1077E

[Thematic Contests](#) · [Tutorial](#)

Quality: 5,094 global accepts · Rating: 1800 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

3503.

1118F1

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

Quality: 6,712 global accepts · Rating: 1800 · first AC: 2019-02-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[cuiaoxiang's solution](#)

3504.

1081D

[Maximum Distance](#) · [Tutorial](#)

Quality: 4,649 global accepts · Rating: 1800 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, shortest paths, sortings

[cuiaoxiang's solution](#)

3505.

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, math, number theory

[cuiaxiang's solution](#)

3506.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[cuiaxiang's solution](#)

3507.

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2018-12-31 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

3508.

1042D

[Petya and Array](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, two pointers

[cuiaxiang's solution](#)

3509.

1038D

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Quality: 8,862 global accepts · Rating: 1800 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

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3510.

991E

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Quality: 3,728 global accepts · Rating: 1800 · first AC: 2018-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math

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3511.

986B

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Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

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3512.

988D

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Quality: 8,042 global accepts · Rating: 1800 · first AC: 2018-06-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

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3513.

979B

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Quality: 4,779 global accepts · Rating: 1800 · first AC: 2018-05-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3514.

963A

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Quality: 3,640 global accepts · Rating: 1800 · first AC: 2018-04-20 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

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3515.

939E

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Quality: 3,538 global accepts · Rating: 1800 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, ternary search, two pointers

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3516.

922D

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Quality: 4,812 global accepts · Rating: 1800 · first AC: 2018-02-09 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
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3517.

917A

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Quality: 3,676 global accepts · Rating: 1800 · first AC: 2018-01-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math
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3518.

592C

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Quality: 3,194 global accepts · Rating: 1800 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaxiang's solution](#)

3519.

914C

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Quality: 4,210 global accepts · Rating: 1800 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp
[cuiaxiang's solution](#)

3520.

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,700 global accepts · Rating: 1800 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory
[cuiaxiang's solution](#)

3521.

888E

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

Quality: 9,202 global accepts · Rating: 1800 · first AC: 2017-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[cuiaxiang's solution](#)

3522.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy
[cuiaxiang's solution](#)

3523.

883H

[Palindromic Cut](#) · [Tutorial](#)

Quality: 1,783 global accepts · Rating: 1800 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[cuiaxiang's solution](#)

3524.

863D

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

Quality: 3,814 global accepts · Rating: 1800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

3525.

863C

[1-2-3](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 1800 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, implementation
[cuiaxiang's solution](#)

3526.

799C

[Fountains](#) · [Tutorial](#)

Quality: 4,054 global accepts · Rating: 1800 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures,

implementation

[cuiaxiang's solution](#)

3527.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer

[cuiaxiang's solution](#)

3528.

869C

[The Intriguing Obsession](#) · [Tutorial](#)

Quality: 5,204 global accepts · Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

3529.

800B

[Volatile Kite](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

3530.

800A

[Voltage Keepsake](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

3531.

822D

[My pretty girl Noora](#) · [Tutorial](#)

Quality: 3,283 global accepts · Rating: 1800 · first AC: 2017-07-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[cuiaxiang's solution](#)

3532.

813B

[The Golden Age](#) · [Tutorial](#)

Quality: 4,438 global accepts · Rating: 1800 · first AC: 2017-06-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math

[cuiaxiang's solution](#)

3533.

802A2

[Heidi and Library \(medium\)](#) · [Tutorial](#)

Quality: 1,343 global accepts · Rating: 1800 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

3534.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

3535.

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2017-05-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[cuiaxiang's solution](#)

3536.

794C

[Naming Company](#) · [Tutorial](#)

Quality: 3,327 global accepts · Rating: 1800 · first AC: 2017-05-13 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[cuiaxiang's solution](#)

3537.

733C

[Epidemic in Monstropolis](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 1800 · first AC: 2017-04-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[cuiaxiang's solution](#)

3538.

672C

[Recycling Bottles](#) · [Tutorial](#)

Rating: 1800 · first AC: 2017-03-06 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation

[cuiaxiang's solution](#)

3539.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, strings

[cuiaxiang's solution](#)

3540.

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation

[cuiaxiang's solution](#)

3541.

747D

[Winter Is Coming](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1800 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[cuiaxiang's solution](#)

3542.

776C

[Molly's Chemicals](#) · [Tutorial](#)

Quality: 6,246 global accepts · Rating: 1800 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation, math

[cuiaxiang's solution](#)

3543.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, sortings

[cuiaxiang's solution](#)

3544.

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[cuiaxiang's solution](#)

3545.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2016-10-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

3546.

724C

[Ray Tracing](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 1800 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: greedy, hashing, implementation, math, number theory, sortings

[cuiaxiang's solution](#)

3547.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2016-04-06 · GNU C++11 (first AC) · Tags: combinatorics, sortings, two pointers
[cuiaoxiang's solution](#)

3548.

459D

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

Quality: 12,812 global accepts · Rating: 1800 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, sortings
[cuiaoxiang's solution](#)

3549.

271D

[Good Substrings](#) · [Tutorial](#)

Quality: 14,016 global accepts · Rating: 1800 · first AC: 2015-05-31 · GNU C++11 (first AC) · Tags: data structures, strings
[cuiaoxiang's solution](#)

3550.

513B2

[Permutations](#) · [Tutorial](#)

Quality: 2,930 global accepts · Rating: 1800 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: bitmasks, divide and conquer, math
[cuiaoxiang's solution](#)

3551.

30C

[Shooting Gallery](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 1800 · first AC: 2014-07-17 · GNU C++0x (first AC) · Tags: dp, probabilities
[cuiaoxiang's solution](#)

3552.

443D

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

Rating: 1800 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: dp, greedy, math, probabilities, sortings
[cuiaoxiang's solution](#)

3553.

433C

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

Quality: 2,619 global accepts · Rating: 1800 · first AC: 2014-05-28 · GNU C++0x (first AC) · Tags: implementation, math, sortings
[cuiaoxiang's solution](#)

3554.

234F

[Fence](#) · [Tutorial](#)

Quality: 1,972 global accepts · Rating: 1800 · first AC: 2012-11-11 · GNU C++0x (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3555.

238B

[Boring Partition](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 1800 · first AC: 2012-11-04 · GNU C++0x (first AC) · Tags: constructive algorithms
[cuiaoxiang's solution](#)

3556.

222C

[Reducing Fractions](#) · [Tutorial](#)

Quality: 2,926 global accepts · Rating: 1800 · first AC: 2012-09-11 · GNU C++ (first AC) · Tags: implementation, math, number theory, sortings
[cuiaoxiang's solution](#)

3557.

220B

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

Quality: 12,891 global accepts · Rating: 1800 · first AC: 2012-08-31 · GNU C++ (first AC) · Tags: constructive algorithms, data structures
[cuiaoxiang's solution](#)

3558.

178B3

[Greedy Merchants](#) · [Tutorial](#)

Quality: 1,525 global accepts · Rating: 1800 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

[cuiaoxiang's solution](#)

3559.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,184 global accepts · Rating: 1800 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: dfs and similar, dp, trees

[cuiaoxiang's solution](#)

3560.

182E

[Wooden Fence](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 1800 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: dp

[cuiaoxiang's solution](#)

3561.

187B

[AlgoRace](#) · [Tutorial](#)

Quality: 2,344 global accepts · Rating: 1800 · first AC: 2012-05-14 · GNU C++ (first AC) · Tags: dp, shortest paths

[cuiaoxiang's solution](#)

3562.

185B

[Mushroom Scientists](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 1800 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: math, ternary search

[cuiaoxiang's solution](#)

3563.

148D

[Bag of mice](#) · [Tutorial](#)

Quality: 8,909 global accepts · Rating: 1800 · first AC: 2012-02-05 · GNU C++ (first AC) · Tags: dp, games, math, probabilities

[cuiaoxiang's solution](#)

3564.

140D

[New Year Contest](#) · [Tutorial](#)

Quality: 2,312 global accepts · Rating: 1800 · first AC: 2012-01-06 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

3565.

140C

[New Year Snowmen](#) · [Tutorial](#)

Quality: 4,755 global accepts · Rating: 1800 · first AC: 2012-01-06 · GNU C++ (first AC) · Tags: binary search, data structures, greedy

[cuiaoxiang's solution](#)

3566.

89A

[Robbery](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 1800 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

3567.

87B

[Vasya and Types](#) · [Tutorial](#)

Quality: 1,265 global accepts · Rating: 1800 · first AC: 2011-06-08 · GNU C++ (first AC) · Tags: implementation, strings

[cuiaoxiang's solution](#)

3568.

83B

[Doctor](#) · [Tutorial](#)

Quality: 1,892 global accepts · Rating: 1800 · first AC: 2011-05-13 · GNU C++ (first AC) · Tags: binary search, math, sortings

[cuiaoxiang's solution](#)

3569.

79C

[Beaver](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 1800 · first AC: 2011-05-05 · GNU C++ (first AC) · Tags: data structures, dp, greedy, hashing, strings, two pointers

[cuiaoxiang's solution](#)

3570.

69E

[Subsegments](#) · [Tutorial](#)

Quality: 5,086 global accepts · Rating: 1800 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

3571.

73C

[LionAge II](#) · [Tutorial](#)

Quality: 2,488 global accepts · Rating: 1800 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: dp

[cuiaoxiang's solution](#)

3572.

67A

[Partial Teacher](#) · [Tutorial](#)

Quality: 2,481 global accepts · Rating: 1800 · first AC: 2011-03-19 · GNU C++ (first AC) · Tags: dp, graphs, greedy, implementation

[cuiaoxiang's solution](#)

3573.

67B

[Restoration of the Permutation](#) · [Tutorial](#)

Quality: 944 global accepts · Rating: 1800 · first AC: 2011-03-19 · GNU C++ (first AC) · Tags: greedy

[cuiaoxiang's solution](#)

3574.

61D

[Eternal Victory](#) · [Tutorial](#)

Quality: 7,639 global accepts · Rating: 1800 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths, trees

[cuiaoxiang's solution](#)

3575.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,914 global accepts · Rating: 1800 · first AC: 2011-02-07 · GNU C++ (first AC) · Tags: binary search, greedy

[cuiaoxiang's solution](#)

3576.

58C

[Trees](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 1800 · first AC: 2011-02-05 · GNU C++ (first AC) · Tags: brute force

[cuiaoxiang's solution](#)

3577.

37B

[Computer Game](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 1800 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: greedy, implementation

[cuiaoxiang's solution](#)

3578.

15B

[Laser](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 1800 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: math

[cuiaoxiang's solution](#)

3579.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

3580.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,280 global accepts · Rating: 1800 · first AC: 2010-04-19 · GNU C++ (first AC) · Tags: brute force, games, implementation

[cuiaoxiang's solution](#)

3581.

2184G

[Nastiness of Segments](#) · [Tutorial](#)

Quality: 2,966 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures

[cuiaoxiang's solution](#)

3582.

2184F

[Cherry Tree](#) · [Tutorial](#)

Quality: 3,900 global accepts · Rating: 1900 · first AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, trees

[cuiaoxiang's solution](#)

3583.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,549 global accepts · Rating: 1900 · first AC: 2026-01-12 · last AC: 2026-01-12 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, sortings

[cuiaoxiang's solution](#)

3584.

2149F

[Nezuko in the Clearing](#) · [Tutorial](#)

Quality: 4,813 global accepts · Rating: 1900 · first AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, math, ternary search

[cuiaoxiang's solution](#)

3585.

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, data structures, sortings

[cuiaoxiang's solution](#)

3586.

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,725 global accepts · Rating: 1900 · first AC: 2025-08-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[cuiaoxiang's solution](#)

3587.

2117G

[Omg Graph](#) · [Tutorial](#)

Quality: 5,147 global accepts · Rating: 1900 · first AC: 2025-06-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dsu, graphs, greedy, shortest paths, sortings

[cuiaoxiang's solution](#)

3588.

2109D

[D/D/D](#) · [Tutorial](#)

Quality: 5,623 global accepts · Rating: 1900 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[cuiaoxiang's solution](#)

3589.

2094H

[La Vaca Saturno Saturnita](#) · [Tutorial](#)

Quality: 3,786 global accepts · Rating: 1900 · first AC: 2025-04-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, math, number theory

[cuiaxiang's solution](#)

3590.

2093G

[Shorten the Array](#) · [Tutorial](#)

Quality: 3,806 global accepts · Rating: 1900 · first AC: 2025-04-08 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, strings, trees, two pointers

[cuiaxiang's solution](#)

3591.

2064D

[Eating](#) · [Tutorial](#)

Quality: 5,878 global accepts · Rating: 1900 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, greedy, trees, two pointers

[cuiaxiang's solution](#)

3592.

2059D

[Graph and Graph](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: 1900 · first AC: 2025-02-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, shortest paths

[cuiaxiang's solution](#)

3593.

2044G2

[Medium Demon Problem \(hard version\)](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[cuiaxiang's solution](#)

3594.

2044F

[Easy Demon Problem](#) · [Tutorial](#)

Quality: 6,046 global accepts · Rating: 1900 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[cuiaxiang's solution](#)

3595.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[cuiaxiang's solution](#)

3596.

2050G

[Tree Destruction](#) · [Tutorial](#)

Quality: 5,384 global accepts · Rating: 1900 · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, trees

[cuiaxiang's solution](#)

3597.

2036F

[XORificator 3000](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, number theory, two pointers

[cuiaxiang's solution](#)

3598.

2009G1

[Yunli's Subarray Queries \(easy version\)](#) · [Tutorial](#)

Quality: 5,370 global accepts · Rating: 1900 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, two pointers

[cuiaxiang's solution](#)

3599.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[cuiaoxiang's solution](#)

3600.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,325 global accepts · Rating: 1900 · first AC: 2024-07-26 · last AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math
[cuiaoxiang's solution](#)

3601.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,394 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees
[cuiaoxiang's solution](#)

3602.

1992F

[Valuable Cards](#) · [Tutorial](#)

Quality: 7,412 global accepts · Rating: 1900 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, number theory, two pointers
[cuiaoxiang's solution](#)

3603.

1974F

[Cutting Game](#) · [Tutorial](#)

Quality: 4,403 global accepts · Rating: 1900 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation, sortings, two pointers
[cuiaoxiang's solution](#)

3604.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings
[cuiaoxiang's solution](#)

3605.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,079 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings
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3606.

1946D

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Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-03-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation
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3607.

1945F

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3608.

1938C

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3609.

1883G2

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3610.

1922D

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3611.

1926G

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3612.

1932F

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3613.

1929D

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3614.

1928D

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3615.

1927F

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3616.

1918D

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3617.

1707B

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3618.

1921F

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Quality: 5,016 global accepts · Rating: 1900 · first AC: 2024-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

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3619.

1920D

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3620.

1914F

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3621.

1902E

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3622.

1898D

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Quality: 6,634 global accepts · Rating: 1900 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

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3623.

1899G

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Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers

[cuiaxiang's solution](#)

3624.

1895D

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3625.

1891D

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Quality: 4,559 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math

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3626.

1878F

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3627.

1882D

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3628.

1718A2

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Quality: 5,912 global accepts · Rating: 1900 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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3629.

1846G

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3630.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings

[cuiaoxiang's solution](#)

3631.

1823D

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

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2023-04-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, strings

[cuiaoxiang's solution](#)

3632.

1821D

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Quality: 5,538 global accepts · Rating: 1900 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

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3633.

1819B

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Quality: 4,221 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers

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3634.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,641 global accepts · Rating: 1900 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[cuiaoxiang's solution](#)

3635.

1808C

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Quality: 4,334 global accepts · Rating: 1900 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

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3636.

1794D

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3637.

1800F

[Dasha and Nightmares](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 1900 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, hashing, meet-in-the-middle, strings

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3638.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,805 global accepts · Rating: 1900 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaoxiang's solution](#)

3639.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[cuiaxiang's solution](#)

3640.

1791G2

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

Quality: 5,996 global accepts · Rating: 1900 · first AC: 2023-02-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
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3641.

1787D

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Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
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3642.

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,691 global accepts · Rating: 1900 · first AC: 2023-01-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees
[cuiaxiang's solution](#)

3643.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees
[cuiaxiang's solution](#)

3644.

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures
[cuiaxiang's solution](#)

3645.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,369 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory
[cuiaxiang's solution](#)

3646.

1744E2

[Divisible Numbers \(hard version\)](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1900 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[cuiaxiang's solution](#)

3647.

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[cuiaxiang's solution](#)

3648.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees
[cuiaxiang's solution](#)

3649.

1729F

[Kirei and the Linear Function](#) · [Tutorial](#)

Quality: 4,555 global accepts · Rating: 1900 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math
[cuiaoxiang's solution](#)

3650.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,088 global accepts · Rating: 1900 · first AC: 2022-08-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy
[cuiaoxiang's solution](#)

3651.

1714F

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

Quality: 3,663 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees
[cuiaoxiang's solution](#)

3652.

1702G1

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

Quality: 6,342 global accepts · Rating: 1900 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees
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3653.

1701D

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Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers
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3654.

1696D

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Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
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3655.

607B

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Quality: 16,317 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp
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3656.

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,345 global accepts · Rating: 1900 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

3657.

1679D

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Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs
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3658.

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
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3659.

1205B

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Quality: 7,453 global accepts · Rating: 1900 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, graphs, shortest paths

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3660.

1067A

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Quality: 3,133 global accepts · Rating: 1900 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

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3661.

1673D

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3662.

1251D

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Quality: 6,466 global accepts · Rating: 1900 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

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3663.

949C

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Quality: 2,257 global accepts · Rating: 1900 · first AC: 2022-04-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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3664.

1197D

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Quality: 5,781 global accepts · Rating: 1900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

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3665.

1361B

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Quality: 3,860 global accepts · Rating: 1900 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, sortings

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3666.

685B

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Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[cuiaxiang's solution](#)

3667.

1207E

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Quality: 6,655 global accepts · Rating: 1900 · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

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3668.

1089F

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Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: math

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3669.

1305D

[Kuron and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, interactive, trees

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3670.

1444B

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Quality: 6,777 global accepts · Rating: 1900 · first AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

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3671.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaxiang's solution](#)

3672.

1071B

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Rating: 1900 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, hashing

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3673.

1328E

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Quality: 11,723 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

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3674.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[cuiaxiang's solution](#)

3675.

1413C

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Quality: 6,267 global accepts · Rating: 1900 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers

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3676.

1208D

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Quality: 5,462 global accepts · Rating: 1900 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[cuiaxiang's solution](#)

3677.

1647D

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3678.

1651D

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Quality: 6,507 global accepts · Rating: 1900 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths

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3679.

1650E

[Rescheduling the Exam](#) · [Tutorial](#)

Quality: 4,466 global accepts · Rating: 1900 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy,

implementation, math, sortings

[cuiaxiang's solution](#)

3680.

1648C

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Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation

[cuiaxiang's solution](#)

3681.

1644E

[Expand the Path](#) · [Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[cuiaxiang's solution](#)

3682.

566D

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

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu

[cuiaxiang's solution](#)

3683.

1627D

[Not Adding](#) · [Tutorial](#)

Quality: 9,370 global accepts · Rating: 1900 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[cuiaxiang's solution](#)

3684.

1624G

[MinOr Tree](#) · [Tutorial](#)

Quality: 7,597 global accepts · Rating: 1900 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[cuiaxiang's solution](#)

3685.

1620E

[Replace the Numbers](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[cuiaxiang's solution](#)

3686.

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

3687.

1611E2

[Escape The Maze \(hard version\)](#) · [Tutorial](#)

Quality: 4,315 global accepts · Rating: 1900 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[cuiaxiang's solution](#)

3688.

336B

[Vasily the Bear and Fly](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaxiang's solution](#)

3689.

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

3690.

792D

[Paths in a Complete Binary Tree](#) · [Tutorial](#)

Quality: 3,396 global accepts · Rating: 1900 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, trees

[cuiaxiang's solution](#)

3691.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[cuiaxiang's solution](#)

3692.

1593D2

[Half of Same](#) · [Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

3693.

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[cuiaxiang's solution](#)

3694.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[cuiaxiang's solution](#)

3695.

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

3696.

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,955 global accepts · Rating: 1900 · first AC: 2021-07-10 · last AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[cuiaxiang's solution](#)

3697.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[cuiaxiang's solution](#)

3698.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

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3699.

208B

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3700.

208C

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3701.

137D

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3702.

279E

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3703.

1512F

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3704.

285D

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3705.

577B

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3706.

1428D

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3707.

1492D

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3708.

597C

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3709.

1494C

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3710.

472D

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3711.

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3712.

1490G

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3713.

16D

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3714.

16E

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3715.

1478E

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3716.

374C

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3717.

1475G

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3718.

1475F

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3719.

195D

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3720.

180D

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3721.

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3722.

366C

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3724.

368D

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3725.

342C

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3726.

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3727.

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3728.

1463D

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3729.

356B

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3730.

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3732.

909E

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3733.

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3734.

490D

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3735.

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3736.

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3737.

1436D

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3738.

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3739.

540D

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3740.

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3743.

630E

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700A

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3745.

846D

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3746.

1105D

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3747.

746E

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3748.

1400D

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3749.

691E

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702D

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3751.

1155D

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3752.

1178E

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3753.

862C

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3754.

1383B

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3755.

1371E1

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3756.

1367E

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3757.

1354D

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3758.

1353E

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3759.

1342D

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3760.

126A

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3761.

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3762.

1311F

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3763.

1313C2

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3764.

118C

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3765.

1307D

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3766.

1303D

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3767.

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3768.

613A

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3769.

1172B

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3770.

965D

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3771.

1294E

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3772.

1285D

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3773.

1270D

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3774.

1265D

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3775.

1202D

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3776.

191C

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3777.

1272E

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3778.

1029D

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3779.

1260D

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3780.

1153D

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3781.

1175D

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3782.

1228D

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3783.

1181C

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3784.

1214D

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3785.

1200D

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3786.

1174D

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3787.

959E

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3788.

1183H

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3789.

1157D

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Quality: 3,993 global accepts · Rating: 1900 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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3790.

1119E

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3791.

1144E

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3792.

1141G

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3793.

1141F1

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3794.

1141F2

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3795.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy

[cuiaoxiang's solution](#)

3796.

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search

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3797.

1077F1

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

Quality: 5,350 global accepts · Rating: 1900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp

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3798.

1092F

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Quality: 10,847 global accepts · Rating: 1900 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

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3799.

372B

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Quality: 2,839 global accepts · Rating: 1900 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[cuiaoxiang's solution](#)

3800.

1114D

[Flood Fill](#) · [Tutorial](#)

Quality: 7,978 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: dp

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3801.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2019-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

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3802.

1095F

[Make It Connected](#) · [Tutorial](#)

Quality: 7,575 global accepts · Rating: 1900 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy

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3803.

1095E

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Quality: 4,481 global accepts · Rating: 1900 · first AC: 2019-01-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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3804.

1060D

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Quality: 3,874 global accepts · Rating: 1900 · first AC: 2018-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

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3805.

1041E

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Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

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3806.

1017D

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Quality: 3,953 global accepts · Rating: 1900 · first AC: 2018-08-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures

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3807.

1000D

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Quality: 5,045 global accepts · Rating: 1900 · first AC: 2018-07-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

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3808.

981D

[Bookshelves](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 1900 · first AC: 2018-05-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

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3809.

982D

[Shark](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 1900 · first AC: 2018-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, trees

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3810.

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,235 global accepts · Rating: 1900 · first AC: 2018-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

3811.

935D

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Quality: 2,813 global accepts · Rating: 1900 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[cuiaoxiang's solution](#)

3812.

914D

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Quality: 6,385 global accepts · Rating: 1900 · first AC: 2018-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[cuiaoxiang's solution](#)

3813.

894C

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Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
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3814.

750D

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Quality: 3,168 global accepts · Rating: 1900 · first AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[cuiaoxiang's solution](#)

3815.

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaoxiang's solution](#)

3816.

835D

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

Quality: 4,662 global accepts · Rating: 1900 · first AC: 2017-08-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, hashing, strings

[cuiaoxiang's solution](#)

3817.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[cuiaoxiang's solution](#)

3818.

817D

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Quality: 6,290 global accepts · Rating: 1900 · first AC: 2017-06-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

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3819.

711D

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Quality: 4,971 global accepts · Rating: 1900 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cuiaoxiang's solution](#)

3820.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[cuiaoxiang's solution](#)

3821.

808D

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Quality: 8,107 global accepts · Rating: 1900 · first AC: 2017-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[cuiaoxiang's solution](#)

3822.

803D

[Magazine Ad](#) · [Tutorial](#)

Quality: 4,043 global accepts · Rating: 1900 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[cuiaoxiang's solution](#)

3823.

803C

[Maximal GCD](#) · [Tutorial](#)

Quality: 5,819 global accepts · Rating: 1900 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

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3824.

682D

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Quality: 3,515 global accepts · Rating: 1900 · first AC: 2017-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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3825.

656A

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Quality: 3,815 global accepts · Rating: 1900 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special

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3826.

781B

[Innokenty and a Football League](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, brute force, graph matchings, graphs, greedy, implementation, shortest paths, strings

[cuiaxiang's solution](#)

3827.

745D

[Hongcow's Game](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-01-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, interactive

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3828.

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings

[cuiaxiang's solution](#)

3829.

737C

[Subordinates](#) · [Tutorial](#)

Rating: 1900 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

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3830.

731F

[Video Cards](#) · [Tutorial](#)

Quality: 3,143 global accepts · Rating: 1900 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math, number theory

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3831.

724D

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Quality: 2,460 global accepts · Rating: 1900 · first AC: 2016-10-08 · GNU C++11 (first AC) · Tags: data structures, greedy, strings

[cuiaxiang's solution](#)

3832.

722D

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Quality: 3,350 global accepts · Rating: 1900 · first AC: 2016-10-01 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, strings, trees

[cuiaxiang's solution](#)

3833.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: brute force, implementation

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3834.

553B

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Quality: 2,265 global accepts · Rating: 1900 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, greedy, implementation, math

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3835.

552D

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Quality: 4,851 global accepts · Rating: 1900 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, geometry, math, sortings

[cuiaoxiang's solution](#)

3836.

547B

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Quality: 10,900 global accepts · Rating: 1900 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu

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3837.

223B

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Quality: 2,034 global accepts · Rating: 1900 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: data structures, dp, strings

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3838.

45C

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Quality: 1,147 global accepts · Rating: 1900 · first AC: 2015-06-05 · GNU C++11 (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

3839.

510D

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Quality: 6,417 global accepts · Rating: 1900 · first AC: 2015-02-05 · GNU C++0x (first AC) · Tags: bitmasks, brute force, dp, math

[cuiaoxiang's solution](#)

3840.

500D

[New Year Santa Network](#) · [Tutorial](#)

Quality: 3,278 global accepts · Rating: 1900 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[cuiaoxiang's solution](#)

3841.

479E

[Riding in a Lift](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2014-10-31 · GNU C++0x (first AC) · Tags: combinatorics, dp

[cuiaoxiang's solution](#)

3842.

463D

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

Quality: 7,298 global accepts · Rating: 1900 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: dfs and similar, dp, graphs, implementation

[cuiaoxiang's solution](#)

3843.

463C

[Gargari and Bishops](#) · [Tutorial](#)

Quality: 9,185 global accepts · Rating: 1900 · first AC: 2014-08-31 · GNU C++0x (first AC) · Tags: greedy, hashing, implementation

[cuiaoxiang's solution](#)

3844.

421D

[Bug in Code](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 1900 · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: binary search, data structures, sortings

[cuiaxiang's solution](#)

3845.

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: data structures, graphs, implementation, two pointers

[cuiaxiang's solution](#)

3846.

438B

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

Rating: 1900 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: dp, dsu, sortings

[cuiaxiang's solution](#)

3847.

351B

[Jeff and Furik](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 1900 · first AC: 2013-10-05 · GNU C++0x (first AC) · Tags: combinatorics, dp, probabilities

[cuiaxiang's solution](#)

3848.

343C

[Read Time](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1900 · first AC: 2013-09-20 · GNU C++ (first AC) · Tags: binary search, greedy, two pointers

[cuiaxiang's solution](#)

3849.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,824 global accepts · Rating: 1900 · first AC: 2013-09-12 · GNU C++0x (first AC) · Tags: dp

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3850.

331B2

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Quality: 831 global accepts · Rating: 1900 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: data structures

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3851.

327D

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3852.

222E

[Decoding Genome](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: dp, matrices

[cuiaxiang's solution](#)

3853.

223C

[Partial Sums](#) · [Tutorial](#)

Quality: 1,755 global accepts · Rating: 1900 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: combinatorics, math, number theory

[cuiaxiang's solution](#)

3854.

229C

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Quality: 1,783 global accepts · Rating: 1900 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: combinatorics, graphs, math

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3855.

178C2

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Quality: 339 global accepts · Rating: 1900 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —

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3856.

144D

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Quality: 5,064 global accepts · Rating: 1900 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

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3857.

190D

[Non-Secret Cypher](#) · [Tutorial](#)

Quality: 2,661 global accepts · Rating: 1900 · first AC: 2012-05-18 · GNU C++ (first AC) · Tags: two pointers

[cuiaxiang's solution](#)

3858.

149D

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

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[cuiaxiang's solution](#)

3859.

148E

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Quality: 4,870 global accepts · Rating: 1900 · first AC: 2012-02-05 · GNU C++ (first AC) · Tags: dp

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3860.

119B

[Before Exam](#) · [Tutorial](#)

Quality: 1,137 global accepts · Rating: 1900 · first AC: 2011-10-15 · GNU C++ (first AC) · Tags: constructive algorithms, implementation, sortings

[cuiaxiang's solution](#)

3861.

14E

[Camels](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 1900 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: dp

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3862.

6E

[Exposition](#) · [Tutorial](#)

Quality: 3,865 global accepts · Rating: 1900 · first AC: 2011-05-03 · GNU C++ (first AC) · Tags: binary search, data structures, dsu, trees, two pointers

[cuiaxiang's solution](#)

3863.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2011-03-20 · GNU C++ (first AC) · Tags: binary search, data structures, dp

[cuiaxiang's solution](#)

3864.

22D

[Segments](#) · [Tutorial](#)

Quality: 3,415 global accepts · Rating: 1900 · first AC: 2011-02-27 · Java 6 (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

3865.

61E

[Enemy is weak](#) · [Tutorial](#)

Quality: 15,178 global accepts · Rating: 1900 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

3866.

57C

[Array](#) · [Tutorial](#)

Quality: 4,009 global accepts · Rating: 1900 · first AC: 2011-02-05 · GNU C++ (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

3867.

55C

[Pie or die](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 1900 · first AC: 2011-01-23 · GNU C++ (first AC) · Tags: games

[cuiaxiang's solution](#)

3868.

37C

[Old Berland Language](#) · [Tutorial](#)

Quality: 2,159 global accepts · Rating: 1900 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: data structures, greedy, trees

[cuiaxiang's solution](#)

3869.

9D

[How many trees?](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1900 · first AC: 2010-04-11 · GNU C++ (first AC) · Tags: combinatorics, divide and conquer, dp

[cuiaxiang's solution](#)

3870.

5C

[Longest Regular Bracket Sequence](#) · [Tutorial](#)

Quality: 18,071 global accepts · Rating: 1900 · first AC: 2010-04-12 · GNU C++ (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings, strings

[cuiaxiang's solution](#)

3871.

3B

[Lorry](#) · [Tutorial](#)

Quality: 5,234 global accepts · Rating: 1900 · first AC: 2010-04-19 · GNU C++ (first AC) · Tags: greedy, sortings

[cuiaxiang's solution](#)

3872.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,707 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings

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3873.

2158D

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

Quality: 3,285 global accepts · Rating: 2000 · first AC: 2025-11-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, shortest paths, strings

[cuiaxiang's solution](#)

3874.

2171E

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

Quality: 3,655 global accepts · Rating: 2000 · first AC: 2025-11-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, number theory

[cuiaxiang's solution](#)

3875.

2146D2

[Max Sum OR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2000 · first AC: 2025-09-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy

[cuiaxiang's solution](#)

3876.

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[cuiaoxiang's solution](#)

3877.

2085D

[Serval and Kaitenzushi Buffet](#) · [Tutorial](#)

Quality: 5,311 global accepts · Rating: 2000 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graph matchings, greedy

[cuiaoxiang's solution](#)

3878.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-03-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[cuiaoxiang's solution](#)

3879.

2074F

[Counting Necessary Nodes](#) · [Tutorial](#)

Quality: 2,478 global accepts · Rating: 2000 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, greedy, implementation, math

[cuiaoxiang's solution](#)

3880.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers

[cuiaoxiang's solution](#)

3881.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cuiaoxiang's solution](#)

3882.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[cuiaoxiang's solution](#)

3883.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[cuiaoxiang's solution](#)

3884.

2037G

[Natlan Exploring](#) · [Tutorial](#)

Quality: 3,731 global accepts · Rating: 2000 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, math, number theory

[cuiaoxiang's solution](#)

3885.

2028D

[Alice's Adventures in Cards](#) · [Tutorial](#)

Quality: 3,740 global accepts · Rating: 2000 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data

structures, dp, graphs, greedy, implementation, ternary search

[cuiaxiang's solution](#)

3886.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

3887.

1974G

[Money Buys Less Happiness Now](#) · [Tutorial](#)

Quality: 5,896 global accepts · Rating: 2000 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

3888.

1956D

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

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[cuiaxiang's solution](#)

3889.

1943B

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

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

[cuiaxiang's solution](#)

3890.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[cuiaxiang's solution](#)

3891.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[cuiaxiang's solution](#)

3892.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, two pointers

[cuiaxiang's solution](#)

3893.

1903E

[Geo Game](#) · [Tutorial](#)

Quality: 2,514 global accepts · Rating: 2000 · first AC: 2023-12-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math

[cuiaxiang's solution](#)

3894.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,357 global accepts · Rating: 2000 · first AC: 2023-12-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[cuiaxiang's solution](#)

3895.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,778 global accepts · Rating: 2000 · first AC: 2023-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[cuiaxiang's solution](#)

3896.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

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3897.

1881G

[Anya and the Mysterious String](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2000 · first AC: 2023-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[cuiaoxiang's solution](#)

3898.

1872G

[Replace With Product](#) · [Tutorial](#)

Quality: 5,032 global accepts · Rating: 2000 · first AC: 2023-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

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3899.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,456 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[cuiaoxiang's solution](#)

3900.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[cuiaoxiang's solution](#)

3901.

1851G

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Quality: 4,046 global accepts · Rating: 2000 · first AC: 2023-07-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dsu, graphs, implementation, sortings, trees, two pointers

[cuiaoxiang's solution](#)

3902.

1841D

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

Quality: 5,285 global accepts · Rating: 2000 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

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3903.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[cuiaoxiang's solution](#)

3904.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,452 global accepts · Rating: 2000 · first AC: 2023-02-28 · last AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[cuiaoxiang's solution](#)

3905.

1788D

[Moving Dots](#) · [Tutorial](#)

Quality: 4,656 global accepts · Rating: 2000 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, two pointers

[cuiaoxiang's solution](#)

3906.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaoxiang's solution](#)

3907.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation

[cuiaoxiang's solution](#)

3908.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[cuiaoxiang's solution](#)

3909.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · last AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cuiaoxiang's solution](#)

3910.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,145 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

3911.

494B

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Quality: 3,111 global accepts · Rating: 2000 · first AC: 2022-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[cuiaoxiang's solution](#)

3912.

1753C

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

Quality: 5,283 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[cuiaoxiang's solution](#)

3913.

1744F

[MEX vs MED](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: 2000 · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: math, two pointers

[cuiaoxiang's solution](#)

3914.

1741F

[Multi-Colored Segments](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math, sortings

[cuiaoxiang's solution](#)

3915.

965C

[Greedy Arkady](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2000 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiaoxiang's solution](#)

3916.

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

3917.

1725C

[Circular Mirror](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2000 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, geometry, math, two pointers

[cuiaxiang's solution](#)

3918.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2000 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[cuiaxiang's solution](#)

3919.

1057C

[Tanya and Colored Candies](#) · [Tutorial](#)

Quality: 1,171 global accepts · Rating: 2000 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp

[cuiaxiang's solution](#)

3920.

1702G2

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

Quality: 5,789 global accepts · Rating: 2000 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[cuiaxiang's solution](#)

3921.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

3922.

1690G

[Count the Trains](#) · [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2000 · first AC: 2022-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, sortings

[cuiaxiang's solution](#)

3923.

1682D

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

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[cuiaxiang's solution](#)

3924.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,348 global accepts · Rating: 2000 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[cuiaxiang's solution](#)

3925.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,305 global accepts · Rating: 2000 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

3926.

1674G

[Remove Directed Edges](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2000 · first AC: 2022-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[cuiaxiang's solution](#)

3927.

933B

[A Determined Cleanup](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2000 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: math

[cuiiaoxiang's solution](#)

3928.

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiiaoxiang's solution](#)

3929.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[cuiiaoxiang's solution](#)

3930.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[cuiiaoxiang's solution](#)

3931.

1665D

[GCD Guess](#) · [Tutorial](#)

Quality: 4,659 global accepts · Rating: 2000 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, constructive algorithms, games, interactive, math, number theory

[cuiiaoxiang's solution](#)

3932.

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[cuiiaoxiang's solution](#)

3933.

1101D

[GCD Counting](#) · [Tutorial](#)

Quality: 5,425 global accepts · Rating: 2000 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[cuiiaoxiang's solution](#)

3934.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[cuiiaoxiang's solution](#)

3935.

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[cuiiaoxiang's solution](#)

3936.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[cuiiaoxiang's solution](#)

3937.

1641B

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

Quality: 4,065 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[cuiaxiang's solution](#)

3938.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2022-02-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cuiaxiang's solution](#)

3939.

1632D

[New Year Concert](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 2000 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, number theory, two pointers

[cuiaxiang's solution](#)

3940.

600D

[Area of Two Circles' Intersection](#) · [Tutorial](#)

Quality: 2,706 global accepts · Rating: 2000 · first AC: 2022-01-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

3941.

1624E

[Masha-forgetful](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, hashing, implementation, strings

[cuiaxiang's solution](#)

3942.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[cuiaxiang's solution](#)

3943.

1616D

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

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[cuiaxiang's solution](#)

3944.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, two pointers

[cuiaxiang's solution](#)

3945.

1619G

[Unusual Minesweeper](#) · [Tutorial](#)

Quality: 2,736 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, greedy, sortings

[cuiaxiang's solution](#)

3946.

1619F

[Let's Play the Hat?](#) · [Tutorial](#)

Quality: 2,340 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[cuiaxiang's solution](#)

3947.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[cuiaxiang's solution](#)

3948.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,736 global accepts · Rating: 2000 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[cuiaxiang's solution](#)

3949.

1613E

[Crazy Robot](#) · [Tutorial](#)

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[cuiaxiang's solution](#)

3950.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cuiaxiang's solution](#)

3951.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,929 global accepts · Rating: 2000 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[cuiaxiang's solution](#)

3952.

358C

[Dima and Containers](#) · [Tutorial](#)

Quality: 2,280 global accepts · Rating: 2000 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

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3953.

400D

[Dima and Bacteria](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2000 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths

[cuiaxiang's solution](#)

3954.

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2000 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, strings

[cuiaxiang's solution](#)

3955.

792C

[Divide by Three](#) · [Tutorial](#)

Quality: 5,001 global accepts · Rating: 2000 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[cuiaxiang's solution](#)

3956.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[cuiaxiang's solution](#)

3957.

1574D

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

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

[cuiaxiang's solution](#)

3958.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,448 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[cuiaxiang's solution](#)

3959.

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

3960.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp

[cuiaxiang's solution](#)

3961.

578C

[Weakness and Poorness](#) · [Tutorial](#)

Quality: 5,181 global accepts · Rating: 2000 · first AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: ternary search

[cuiaxiang's solution](#)

3962.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,815 global accepts · Rating: 2000 · first AC: 2021-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[cuiaxiang's solution](#)

3963.

453B

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

Quality: 5,403 global accepts · Rating: 2000 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[cuiaxiang's solution](#)

3964.

137E

[Last Chance](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2000 · first AC: 2021-04-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, strings

[cuiaxiang's solution](#)

3965.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[cuiaxiang's solution](#)

3966.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy

[cuiaxiang's solution](#)

3967.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,834 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, strings

[cuiaxiang's solution](#)

3968.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,702 global accepts · Rating: 2000 · first AC: 2021-03-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings

[cuiaxiang's solution](#)

3969.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,948 global accepts · Rating: 2000 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[cuiaxiang's solution](#)

3970.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[cuiaxiang's solution](#)

3971.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,082 global accepts · Rating: 2000 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[cuiaxiang's solution](#)

3972.

380C

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

Quality: 19,782 global accepts · Rating: 2000 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, schedules

[cuiaxiang's solution](#)

3973.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,270 global accepts · Rating: 2000 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

3974.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2021-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy

[cuiaxiang's solution](#)

3975.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[cuiaxiang's solution](#)

3976.

245F

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

Quality: 976 global accepts · Rating: 2000 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, strings

[cuiaxiang's solution](#)

3977.

371E

[Subway Innovation](#) · [Tutorial](#)

Quality: 1,440 global accepts · Rating: 2000 · first AC: 2021-01-31 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, two pointers
[cuiaxiang's solution](#)

3978.

374A

[Inna and Pink Pony](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 2000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[cuiaxiang's solution](#)

3979.

374D

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

Quality: 991 global accepts · Rating: 2000 · first AC: 2021-01-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, trees
[cuiaxiang's solution](#)

3980.

195E

[Building Forest](#) · [Tutorial](#)

Quality: 859 global accepts · Rating: 2000 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs
[cuiaxiang's solution](#)

3981.

366D

[Dima and Trap Graph](#) · [Tutorial](#)

Quality: 1,725 global accepts · Rating: 2000 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, shortest paths, two pointers
[cuiaxiang's solution](#)

3982.

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory
[cuiaxiang's solution](#)

3983.

427E

[Police Patrol](#) · [Tutorial](#)

Quality: 1,612 global accepts · Rating: 2000 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, ternary search
[cuiaxiang's solution](#)

3984.

368E

[Sereja and the Arrangement of Numbers](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, implementation
[cuiaxiang's solution](#)

3985.

509E

[Pretty Song](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: math, strings
[cuiaxiang's solution](#)

3986.

509C

[Sums of Digits](#) · [Tutorial](#)

Quality: 2,392 global accepts · Rating: 2000 · first AC: 2020-12-19 · last AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[cuiaxiang's solution](#)

3987.

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,145 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaxiang's solution](#)

3988.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,511 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, math
[cuiaxiang's solution](#)

3989.

468B

[Two Sets](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 2000 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graph matchings, greedy
[cuiaxiang's solution](#)

3990.

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,994 global accepts · Rating: 2000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers
[cuiaxiang's solution](#)

3991.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math
[cuiaxiang's solution](#)

3992.

598E

[Chocolate Bar](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 2000 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp
[cuiaxiang's solution](#)

3993.

1454E

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Quality: 6,623 global accepts · Rating: 2000 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees
[cuiaxiang's solution](#)

3994.

1451E1

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

Quality: 4,922 global accepts · Rating: 2000 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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3995.

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,634 global accepts · Rating: 2000 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows
[cuiaxiang's solution](#)

3996.

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[cuiaxiang's solution](#)

3997.

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[cuiaoxiang's solution](#)

3998.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,555 global accepts · Rating: 2000 · first AC: 2020-10-31 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, shortest paths

[cuiaoxiang's solution](#)

3999.

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-10-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[cuiaoxiang's solution](#)

4000.

1426F

[Number of Subsequences](#) · [Tutorial](#)

Quality: 6,166 global accepts · Rating: 2000 · first AC: 2020-09-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[cuiaoxiang's solution](#)

4001.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,182 global accepts · Rating: 2000 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[cuiaoxiang's solution](#)

4002.

474C

[Captain Marmot](#) · [Tutorial](#)

Quality: 3,386 global accepts · Rating: 2000 · first AC: 2020-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[cuiaoxiang's solution](#)

4003.

515D

[Drazil and Tiles](#) · [Tutorial](#)

Quality: 3,005 global accepts · Rating: 2000 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

4004.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,165 global accepts · Rating: 2000 · first AC: 2020-09-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[cuiaoxiang's solution](#)

4005.

676D

[Theseus and labyrinth](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2000 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation, shortest paths

[cuiaoxiang's solution](#)

4006.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2020-09-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[cuiaoxiang's solution](#)

4007.

911E

[Stack Sorting](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2000 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[cuiaxiang's solution](#)

4008.

1061D

[TV Shows](#) · [Tutorial](#)

Quality: 2,560 global accepts · Rating: 2000 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[cuiaxiang's solution](#)

4009.

615D

[Multipliers](#) · [Tutorial](#)

Quality: 4,283 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

4010.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, strings, trees

[cuiaxiang's solution](#)

4011.

621E

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

Quality: 3,245 global accepts · Rating: 2000 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[cuiaxiang's solution](#)

4012.

1391D

[505](#) · [Tutorial](#)

Quality: 5,771 global accepts · Rating: 2000 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[cuiaxiang's solution](#)

4013.

1399E1

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

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cuiaxiang's solution](#)

4014.

1143E

[Lynyrd Skynyrd](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[cuiaxiang's solution](#)

4015.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2019-08-11 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[cuiaxiang's solution](#)

4016.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,878 global accepts · Rating: 2000 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

4017.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar,

graphs, greedy, implementation, trees

[cuiaoxiang's solution](#)

4018.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,349 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

4019.

113B

[Petr#](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, strings

[cuiaoxiang's solution](#)

4020.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,040 global accepts · Rating: 2000 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cuiaoxiang's solution](#)

4021.

1359D

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

Quality: 10,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[cuiaoxiang's solution](#)

4022.

1359E

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

Quality: 6,733 global accepts · Rating: 2000 · first AC: 2020-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cuiaoxiang's solution](#)

4023.

1354C2

[Not So Simple Polygon Embedding](#) · [Tutorial](#)

Quality: 6,372 global accepts · Rating: 2000 · first AC: 2020-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, geometry, math

[cuiaoxiang's solution](#)

4024.

126C

[E-reader Display](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2000 · first AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

4025.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[cuiaoxiang's solution](#)

4026.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[cuiaoxiang's solution](#)

4027.

118E

[Bertown roads](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 2000 · first AC: 2020-02-22 · last AC: 2020-02-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cuiaxiang's solution](#)

4028.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[cuiaxiang's solution](#)

4029.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, implementation

[cuiaxiang's solution](#)

4030.

1296E2

[String Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[cuiaxiang's solution](#)

4031.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cuiaxiang's solution](#)

4032.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp

[cuiaxiang's solution](#)

4033.

1268B

[Domino for Young](#) · [Tutorial](#)

Quality: 6,432 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[cuiaxiang's solution](#)

4034.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2019-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[cuiaxiang's solution](#)

4035.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2019-12-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cuiaxiang's solution](#)

4036.

1029F

[Multicolored Markers](#) · [Tutorial](#)

Quality: 2,754 global accepts · Rating: 2000 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[cuiaxiang's solution](#)

4037.

1165F1

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

Quality: 2,151 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

4038.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation
[cuiaxiang's solution](#)

4039.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings, strings

[cuiaxiang's solution](#)

4040.

1256E

[Yet Another Division Into Teams](#) · [Tutorial](#)

Quality: 4,599 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[cuiaxiang's solution](#)

4041.

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs, greedy

[cuiaxiang's solution](#)

4042.

1244E

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

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[cuiaxiang's solution](#)

4043.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cuiaxiang's solution](#)

4044.

1190D

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

Quality: 2,685 global accepts · Rating: 2000 · first AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[cuiaxiang's solution](#)

4045.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[cuiaxiang's solution](#)

4046.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2000 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[cuiaxiang's solution](#)

4047.

1214E

[Petya and Construction Set](#) · [Tutorial](#)

Quality: 2,864 global accepts · Rating: 2000 · first AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, sortings, trees

[cuiaxiang's solution](#)

4048.

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[cuiaxiang's solution](#)

4049.

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths

[cuiaxiang's solution](#)

4050.

1185E

[Polycarp and Snakes](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2000 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[cuiaxiang's solution](#)

4051.

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,671 global accepts · Rating: 2000 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[cuiaxiang's solution](#)

4052.

1157F

[Maximum Balanced Circle](#) · [Tutorial](#)

Quality: 2,881 global accepts · Rating: 2000 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, two pointers

[cuiaxiang's solution](#)

4053.

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,714 global accepts · Rating: 2000 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

4054.

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,520 global accepts · Rating: 2000 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, flows, implementation, two pointers

[cuiaxiang's solution](#)

4055.

844D

[Interactive LowerBound](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[cuiaxiang's solution](#)

4056.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,636 global accepts · Rating: 2000 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[cuiaxiang's solution](#)

4057.

1092E

[Minimal Diameter Forest](#) · [Tutorial](#)

Quality: 1,985 global accepts · Rating: 2000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cuiaxiang's solution](#)

4058.

1102F

[Elongated Matrix](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2000 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, graphs

[cuiaxiang's solution](#)

4059.

1030E

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

Quality: 3,352 global accepts · Rating: 2000 · first AC: 2018-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[cuiaxiang's solution](#)

4060.

958A2

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

Quality: 1,058 global accepts · Rating: 2000 · first AC: 2018-04-14 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[cuiaxiang's solution](#)

4061.

940E

[Cashback](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 2000 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[cuiaxiang's solution](#)

4062.

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,967 global accepts · Rating: 2000 · first AC: 2018-02-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cuiaxiang's solution](#)

4063.

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,602 global accepts · Rating: 2000 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[cuiaxiang's solution](#)

4064.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[cuiaxiang's solution](#)

4065.

900D

[Unusual Sequences](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2000 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[cuiaxiang's solution](#)

4066.

893E

[Counting Arrays](#) · [Tutorial](#)

Quality: 4,203 global accepts · Rating: 2000 · first AC: 2017-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[cuiaxiang's solution](#)

4067.

863E

[Turn Off The TV](#) · [Tutorial](#)

Quality: 4,063 global accepts · Rating: 2000 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[cuiaxiang's solution](#)

4068.

870D

[Something with XOR Queries](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2000 · first AC: 2017-10-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities
[cuiaoxiang's solution](#)

4069.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2017-10-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings
[cuiaoxiang's solution](#)

4070.

842D

[Vitya and Strange Lesson](#) · [Tutorial](#)

Quality: 4,484 global accepts · Rating: 2000 · first AC: 2017-08-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[cuiaoxiang's solution](#)

4071.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[cuiaoxiang's solution](#)

4072.

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,717 global accepts · Rating: 2000 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees
[cuiaoxiang's solution](#)

4073.

814D

[An overnight dance in discotheque](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-06-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, geometry, greedy, trees
[cuiaoxiang's solution](#)

4074.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp
[cuiaoxiang's solution](#)

4075.

803F

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

Quality: 4,641 global accepts · Rating: 2000 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[cuiaoxiang's solution](#)

4076.

803E

[Roma and Poker](#) · [Tutorial](#)

Quality: 2,655 global accepts · Rating: 2000 · first AC: 2017-04-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs
[cuiaoxiang's solution](#)

4077.

784G

[BF Calculator](#) · [Tutorial](#)

Quality: 773 global accepts · Rating: 2000 · first AC: 2017-03-31 · C++14 (GCC 6-32) (first AC) · Tags: *special
[cuiaoxiang's solution](#)

4078.

786A

[Berzerk](#) · [Tutorial](#)

Quality: 2,842 global accepts · Rating: 2000 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games

[cuiaxiang's solution](#)

4079.

755D

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

Quality: 2,675 global accepts · Rating: 2000 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: data structures

[cuiaxiang's solution](#)

4080.

761E

[Dasha and Puzzle](#) · [Tutorial](#)

Quality: 2,373 global accepts · Rating: 2000 · first AC: 2017-03-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cuiaxiang's solution](#)

4081.

766D

[Mahmoud and a Dictionary](#) · [Tutorial](#)

Quality: 3,929 global accepts · Rating: 2000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs

[cuiaxiang's solution](#)

4082.

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: binary search, data structures

[cuiaxiang's solution](#)

4083.

672D

[Robin Hood](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-03-11 · GNU C++11 (first AC) · Tags: binary search, greedy

[cuiaxiang's solution](#)

4084.

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[cuiaxiang's solution](#)

4085.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[cuiaxiang's solution](#)

4086.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2017-02-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[cuiaxiang's solution](#)

4087.

776D

[The Door Problem](#) · [Tutorial](#)

Quality: 6,219 global accepts · Rating: 2000 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

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4088.

629D

[Babaei and Birthday Cake](#) · [Tutorial](#)

Quality: 4,500 global accepts · Rating: 2000 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: data structures, dp

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4089.

522D

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Quality: 4,049 global accepts · Rating: 2000 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: *special, data structures
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4090.

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-06-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
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4091.

248C

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Quality: 902 global accepts · Rating: 2000 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: binary search, geometry
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4092.

513C

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Quality: 1,669 global accepts · Rating: 2000 · first AC: 2015-02-21 · GNU C++0x (first AC) · Tags: bitmasks, probabilities
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4093.

449B

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[cuiaxiang's solution](#)

4094.

435D

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Quality: 788 global accepts · Rating: 2000 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: brute force, dp, greedy
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4095.

345C

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Quality: 130 global accepts · Rating: 2000 · first AC: 2013-09-15 · Ada (first AC) · Tags: *special
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4096.

337D

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Quality: 6,911 global accepts · Rating: 2000 · first AC: 2013-08-21 · GNU C++0x (first AC) · Tags: dfs and similar, divide and conquer, dp, trees
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4097.

296B

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Quality: 2,683 global accepts · Rating: 2000 · first AC: 2013-04-13 · GNU C++ (first AC) · Tags: combinatorics, dp
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4098.

251C

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Quality: 1,130 global accepts · Rating: 2000 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: dp, greedy, number theory
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4099.

253D

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Quality: 925 global accepts · Rating: 2000 · first AC: 2012-12-10 · GNU C++ (first AC) · Tags: brute force, two pointers
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4100.

242E

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4101.

237E

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Quality: 2,006 global accepts · Rating: 2000 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: flows, graphs
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4102.

237D

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Quality: 618 global accepts · Rating: 2000 · first AC: 2012-10-28 · GNU C++0x (first AC) · Tags: dfs and similar, graphs, greedy, trees
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4103.

235B

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Quality: 4,306 global accepts · Rating: 2000 · first AC: 2012-10-21 · GNU C++0x (first AC) · Tags: dp, math, probabilities
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4104.

216E

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Quality: 667 global accepts · Rating: 2000 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: math, number theory
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4105.

187C

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Quality: 1,579 global accepts · Rating: 2000 · first AC: 2012-07-28 · last AC: 2012-07-28 · GNU C++ (first AC) · Tags: dfs and similar, dsu
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4106.

178C3

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Quality: 358 global accepts · Rating: 2000 · first AC: 2012-05-27 · GNU C++ (first AC) · Tags: —
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4107.

182C

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Quality: 822 global accepts · Rating: 2000 · first AC: 2012-05-23 · GNU C++ (first AC) · Tags: data structures, greedy
[cuiaoxiang's solution](#)

4108.

171C

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Quality: 1,224 global accepts · Rating: 2000 · first AC: 2012-04-02 · GNU C++ (first AC) · Tags: *special, implementation
[cuiaoxiang's solution](#)

4109.

156C

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Quality: 2,625 global accepts · Rating: 2000 · first AC: 2012-03-03 · GNU C++ (first AC) · Tags: combinatorics, dp
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4110.

131F

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Quality: 728 global accepts · Rating: 2000 · first AC: 2011-11-25 · GNU C++ (first AC) · Tags: binary search, two pointers
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4111.

101C

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Quality: 822 global accepts · Rating: 2000 · first AC: 2011-08-05 · Java 6 (first AC) · Tags: implementation, math
[cuiaxiang's solution](#)

4112.

87C

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4113.

82D

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Quality: 2,300 global accepts · Rating: 2000 · first AC: 2011-05-06 · GNU C++ (first AC) · Tags: dp
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4114.

82C

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4115.

75D

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Quality: 2,052 global accepts · Rating: 2000 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: data structures, dp, greedy, implementation, math, trees
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4116.

73B

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Quality: 547 global accepts · Rating: 2000 · first AC: 2011-04-10 · GNU C++ (first AC) · Tags: binary search, greedy, sortings
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4117.

54C

[First Digit Law](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2000 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: dp, math, probabilities
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4118.

59E

[Shortest Path](#) · [Tutorial](#)

Quality: 4,812 global accepts · Rating: 2000 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: graphs, shortest paths
[cuiaxiang's solution](#)

4119.

58D

[Calendar](#) · [Tutorial](#)

Quality: 836 global accepts · Rating: 2000 · first AC: 2011-02-05 · GNU C++ (first AC) · Tags: greedy, strings
[cuiaxiang's solution](#)

4120.

50C

[Happy Farm 5](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 2000 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: geometry
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4121.

15C

[Industrial Nim](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 2000 · first AC: 2010-05-29 · GNU C++ (first AC) · Tags: games
[cuiaxiang's solution](#)

4122.

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2010-05-06 · GNU C++ (first AC) · Tags: geometry, implementation
[cuiaxiang's solution](#)

4123.

10C

[Digital Root](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2000 · first AC: 2010-04-15 · GNU C++ (first AC) · Tags: number theory
[cuiaxiang's solution](#)

4124.

2B

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

Quality: 12,949 global accepts · Rating: 2000 · first AC: 2010-04-20 · GNU C++ (first AC) · Tags: dp, math
[cuiaxiang's solution](#)

4125.

2193G

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Quality: 2,242 global accepts · Rating: 2100 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, interactive, sortings, trees
[cuiaxiang's solution](#)

4126.

2169D2

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

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory
[cuiaxiang's solution](#)

4127.

2183E

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Quality: 2,855 global accepts · Rating: 2100 · first AC: 2026-01-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, math, number theory
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4128.

2149G

[Buratsuta 3](#) · [Tutorial](#)

Quality: 2,666 global accepts · Rating: 2100 · first AC: 2025-09-28 · last AC: 2025-09-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, probabilities
[cuiaxiang's solution](#)

4129.

2092E

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Quality: 3,845 global accepts · Rating: 2100 · first AC: 2025-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, constructive algorithms, graphs, math
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4130.

2074G

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Quality: 2,164 global accepts · Rating: 2100 · first AC: 2025-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry
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4131.

2044H

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Quality: 2,584 global accepts · Rating: 2100 · first AC: 2024-12-17 · last AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, implementation, math
[cuiaxiang's solution](#)

4132.

2040E

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

Quality: 2,671 global accepts · Rating: 2100 · first AC: 2024-12-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, greedy, math, probabilities, trees

[cuiaxiang's solution](#)

4133.

2037F

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Quality: 2,968 global accepts · Rating: 2100 · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, math, sortings, two pointers

[cuiaxiang's solution](#)

4134.

2008H

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Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory

[cuiaxiang's solution](#)

4135.

1971H

[+1](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[cuiaxiang's solution](#)

4136.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,709 global accepts · Rating: 2100 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, strings

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4137.

1948E

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Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[cuiaxiang's solution](#)

4138.

1938J

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Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

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4139.

1934D1

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Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

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4140.

1933F

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Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[cuiaxiang's solution](#)

4141.

1056E

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Quality: 2,814 global accepts · Rating: 2100 · first AC: 2024-01-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, strings

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4142.

1920E

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Quality: 3,384 global accepts · Rating: 2100 · first AC: 2024-01-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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4143.

1919D

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Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees
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4144.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees
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4145.

1913D

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4146.

1900E

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4147.

1884D

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Quality: 4,059 global accepts · Rating: 2100 · first AC: 2023-10-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory
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4148.

1886D

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4149.

1856D

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Quality: 3,791 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, interactive
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4150.

1839D

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Quality: 2,699 global accepts · Rating: 2100 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings
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4151.

1821E

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Quality: 2,706 global accepts · Rating: 2100 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings
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4152.

220C

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Quality: 1,037 global accepts · Rating: 2100 · first AC: 2023-04-18 · last AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures
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4153.

1811G1

[Vlad and the Nice Paths \(easy version\)](#) · [Tutorial](#)

Quality: 2,490 global accepts · Rating: 2100 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
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4154.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 2100 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, two pointers
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4155.

1778D

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Quality: 3,413 global accepts · Rating: 2100 · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
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4156.

1787E

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Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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4157.

1790F

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Quality: 4,002 global accepts · Rating: 2100 · first AC: 2023-01-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, graphs, greedy, math, shortest paths, trees
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4158.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
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4159.

1767C

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Quality: 3,034 global accepts · Rating: 2100 · first AC: 2022-12-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
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4160.

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees
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4161.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[cuiaxiang's solution](#)

4162.

875C

[National Property](#) · [Tutorial](#)

Quality: 2,366 global accepts · Rating: 2100 · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graphs, implementation

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4163.

1748D

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Quality: 3,251 global accepts · Rating: 2100 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

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4164.

1734E

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[cuiaxiang's solution](#)

4165.

1729G

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Quality: 2,510 global accepts · Rating: 2100 · first AC: 2022-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, hashing, strings, two pointers

[cuiaxiang's solution](#)

4166.

1725F

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Quality: 1,145 global accepts · Rating: 2100 · first AC: 2022-09-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, sortings

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4167.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,794 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

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4168.

1684E

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Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[cuiaxiang's solution](#)

4169.

1671E

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Quality: 3,170 global accepts · Rating: 2100 · first AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, dsu, hashing, sortings, trees

[cuiaxiang's solution](#)

4170.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cuiaxiang's solution](#)

4171.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2019-10-23 · last AC: 2022-04-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

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4172.

1660F2

[Promising String \(hard version\)](#) · [Tutorial](#)

Quality: 3,146 global accepts · Rating: 2100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math, strings

[cuiaxiang's solution](#)

4173.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

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4174.

1654D

[Potion Brewing Class](#) · [Tutorial](#)

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[cuiaxiang's solution](#)

4175.

936B

[Sleepy Game](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs

[cuiaxiang's solution](#)

4176.

1413E

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Quality: 2,182 global accepts · Rating: 2100 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, ternary search

[cuiaxiang's solution](#)

4177.

1650G

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Quality: 2,939 global accepts · Rating: 2100 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths

[cuiaxiang's solution](#)

4178.

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2022-02-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation

[cuiaxiang's solution](#)

4179.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[cuiaxiang's solution](#)

4180.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math

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4181.

1626D

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

Quality: 4,331 global accepts · Rating: 2100 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math

[cuiaxiang's solution](#)

4182.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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4183.

106E

[Space Rescuers](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2100 · first AC: 2021-12-10 · last AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry, ternary search
[cuiaoxiang's solution](#)

4184.

1614D1

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4185.

1364D

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4186.

336D

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4187.

1605D

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4188.

877D

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4189.

400E

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4190.

1167E

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4191.

1606E

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4192.

1593F

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4193.

1560F2

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4194.

1555E

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4195.

1551D2

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4196.

1547G

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4197.

576C

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4198.

354C

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4199.

1538E

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4200.

1538G

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4201.

1525E

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4202.

208E

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4203.

81D

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4204.

1516D

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4205.

1511E

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4206.

577E

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4207.

577D

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4208.

821E

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4209.

1499D

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4210.

1411D

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4211.

283C

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4212.

496E

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4213.

1486D

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4214.

1254B2

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4215.

276E

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4216.

489F

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4217.

587B

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4218.

1472F

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4219.

1472G

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4220.

1466F

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4221.

268E

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4222.

266C

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4223.

342D

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4224.

362D

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4225.

475C

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4226.

356C

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4227.

507E

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4228.

909D

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4229.

1454F

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4230.

1446C

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4231.

1433F

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4232.

1433G

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4233.

665E

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4234.

474F

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4235.

525E

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4236.

1419E

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4237.

609E

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4238.

675C

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4239.

689D

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4240.

1418D

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4241.

992D

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4242.

955C

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4243.

1187E

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4244.

615E

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4245.

1409F

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4246.

752E

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4247.

752D

[Santa Claus and a Palindrome](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing, strings
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4248.

746G

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4249.

632D

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4250.

734E

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4251.

1023E

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4252.

762C

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4253.

702E

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4254.

862E

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4255.

1389D

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4256.

1366E

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4257.

1372D

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4258.

1370E

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4259.

1312E

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4260.

313D

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4261.

1299C

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4262.

1296F

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1284D

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4264.

1265E

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4265.

1202C

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4266.

591D

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4267.

1266E

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4268.

1029E

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4269.

1263E

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4270.

1166E

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1252G

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1252K

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4273.

1240C

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4274.

546E

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4275.

1216F

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4276.

1217D

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4277.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2019-07-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

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4278.

466D

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4279.

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[cuiaxiang's solution](#)

4280.

1185G1

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

Quality: 3,200 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[cuiaxiang's solution](#)

4281.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2019-06-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[cuiaxiang's solution](#)

4282.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,337 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

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4283.

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[cuiaxiang's solution](#)

4284.

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,090 global accepts · Rating: 2100 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees
[cuiaxiang's solution](#)

4285.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,218 global accepts · Rating: 2100 · first AC: 2019-03-19 · last AC: 2019-03-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices
[cuiaxiang's solution](#)

4286.

899F

[Letters Removing](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2100 · first AC: 2019-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings
[cuiaxiang's solution](#)

4287.

1106E

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

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[cuiaxiang's solution](#)

4288.

1066F

[Yet another 2D Walking](#) · [Tutorial](#)

Quality: 2,272 global accepts · Rating: 2100 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuiaxiang's solution](#)

4289.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,891 global accepts · Rating: 2100 · first AC: 2019-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[cuiaxiang's solution](#)

4290.

1077F2

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

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2019-02-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp
[cuiaxiang's solution](#)

4291.

1108E2

[Array and Segments \(Hard version\)](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2100 · first AC: 2019-01-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[cuiaxiang's solution](#)

4292.

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees
[cuiaxiang's solution](#)

4293.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

4294.

859D

[Third Month Insanity](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities, trees

[cuiaoxiang's solution](#)

4295.

703D

[Mishka and Interesting sum](#) · [Tutorial](#)

Quality: 4,065 global accepts · Rating: 2100 · first AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

4296.

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,554 global accepts · Rating: 2100 · first AC: 2018-05-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[cuiaoxiang's solution](#)

4297.

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,593 global accepts · Rating: 2100 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[cuiaoxiang's solution](#)

4298.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2018-02-19 · last AC: 2018-02-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings

[cuiaoxiang's solution](#)

4299.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2018-02-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[cuiaoxiang's solution](#)

4300.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-02-02 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cuiaoxiang's solution](#)

4301.

900E

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

Quality: 1,393 global accepts · Rating: 2100 · first AC: 2017-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, strings

[cuiaoxiang's solution](#)

4302.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2100 · first AC: 2017-11-19 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[cuiaoxiang's solution](#)

4303.

791D

[Bear and Tree Jumps](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[cuiaoxiang's solution](#)

4304.

799D

[Field expansion](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2100 · first AC: 2017-10-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, meet-in-the-middle

[cuiaoxiang's solution](#)

4305.

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2017-08-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[cuiaoxiang's solution](#)

4306.

602D

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

Rating: 2100 · first AC: 2017-08-01 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

4307.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2017-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, ternary search
[cuiaoxiang's solution](#)

4308.

789D

[Weird journey](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs
[cuiaoxiang's solution](#)

4309.

802J2

[Send the Fool Further! \(medium\)](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2100 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: dp, trees
[cuiaoxiang's solution](#)

4310.

802D1

[Marmots \(easy\)](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2100 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

4311.

811D

[Vladik and Favorite Game](#) · [Tutorial](#)

Quality: 1,902 global accepts · Rating: 2100 · first AC: 2017-05-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, interactive
[cuiaoxiang's solution](#)

4312.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar
[cuiaoxiang's solution](#)

4313.

796D

[Police Stations](#) · [Tutorial](#)

Quality: 7,191 global accepts · Rating: 2100 · first AC: 2017-04-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, shortest paths, trees
[cuiaoxiang's solution](#)

4314.

766E

[Mahmoud and a xor trip](#) · [Tutorial](#)

Quality: 3,475 global accepts · Rating: 2100 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, dp, math, trees
[cuiaoxiang's solution](#)

4315.

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees
[cuiaxiang's solution](#)

4316.

767D

[Cartons of milk](#) · [Tutorial](#)

Quality: 2,414 global accepts · Rating: 2100 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, sortings, two pointers

[cuiaxiang's solution](#)

4317.

767B

[The Queue](#) · [Tutorial](#)

Quality: 2,248 global accepts · Rating: 2100 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

4318.

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2017-02-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

4319.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[cuiaxiang's solution](#)

4320.

763B

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

Quality: 3,055 global accepts · Rating: 2100 · first AC: 2017-02-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry

[cuiaxiang's solution](#)

4321.

552E

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

Quality: 1,737 global accepts · Rating: 2100 · first AC: 2015-06-21 · last AC: 2015-06-21 · GNU C++11 (first AC) · Tags: brute force, dp, expression parsing, greedy, implementation, strings

[cuiaxiang's solution](#)

4322.

431D

[Random Task](#) · [Tutorial](#)

Quality: 2,873 global accepts · Rating: 2100 · first AC: 2014-06-30 · last AC: 2014-06-30 · GNU C++0x (first AC) · Tags: binary search, bitmasks, combinatorics, dp, math

[cuiaxiang's solution](#)

4323.

439E

[Devu and Birthday Celebration](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2100 · first AC: 2014-06-06 · GNU C++0x (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

4324.

345B

[Triskaidekaphobia](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 2100 · first AC: 2013-09-15 · Ada (first AC) · Tags: *special

[cuiaxiang's solution](#)

4325.

215E

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

Quality: 672 global accepts · Rating: 2100 · first AC: 2013-01-01 · GNU C++ (first AC) · Tags: combinatorics, dp, number theory

[cuiaxiang's solution](#)

4326.

39C

[Moon Craters](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2100 · first AC: 2012-12-30 · GNU C++ (first AC) · Tags: dp, sortings

[cuiaoxiang's solution](#)

4327.

260D

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2100 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, trees

[cuiaoxiang's solution](#)

4328.

254E

[Dormitory](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2100 · first AC: 2012-12-15 · GNU C++ (first AC) · Tags: dp, implementation

[cuiaoxiang's solution](#)

4329.

229D

[Towers](#) · [Tutorial](#)

Quality: 2,619 global accepts · Rating: 2100 · first AC: 2012-10-02 · last AC: 2012-10-02 · GNU C++ (first AC) · Tags: dp, greedy, two pointers

[cuiaoxiang's solution](#)

4330.

215C

[Crosses](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 2100 · first AC: 2012-08-20 · GNU C++ (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

4331.

190E

[Counter Attack](#) · [Tutorial](#)

Quality: 1,740 global accepts · Rating: 2100 · first AC: 2012-05-22 · GNU C++ (first AC) · Tags: data structures, dsu, graphs, hashing, sortings

[cuiaoxiang's solution](#)

4332.

145C

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

Quality: 2,174 global accepts · Rating: 2100 · first AC: 2012-01-24 · GNU C++ (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

4333.

128B

[String](#) · [Tutorial](#)

Quality: 2,874 global accepts · Rating: 2100 · first AC: 2011-12-02 · GNU C++ (first AC) · Tags: brute force, constructive algorithms, hashing, implementation, string suffix structures, strings

[cuiaoxiang's solution](#)

4334.

54D

[Writing a Song](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2100 · first AC: 2011-02-25 · GNU C++ (first AC) · Tags: brute force, dp, strings

[cuiaoxiang's solution](#)

4335.

60C

[Mushroom Strife](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2100 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dfs and similar

[cuiaoxiang's solution](#)

4336.

50D

[Bombing](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2100 · first AC: 2010-12-20 · GNU C++ (first AC) · Tags: binary search, dp, probabilities

[cuiaoxiang's solution](#)

4337.

2162G

[Beautiful Tree](#) · [Tutorial](#)

Quality: 2,811 global accepts · Rating: 2200 · first AC: 2025-10-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, probabilities, trees

[cuiaoxiang's solution](#)

4338.

2137G

[Cry Me a River](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2025-09-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, games, graphs

[cuiaoxiang's solution](#)

4339.

2027D2

[The Endspeaker \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[cuiaoxiang's solution](#)

4340.

1998E1

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

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[cuiaoxiang's solution](#)

4341.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,153 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, math, number theory

[cuiaoxiang's solution](#)

4342.

2072G

[I've Been Flipping Numbers for 300 Years and Calculated the Sum](#) · [Tutorial](#)

Quality: 2,147 global accepts · Rating: 2200 · first AC: 2025-02-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, combinatorics, divide and conquer, math, number theory

[cuiaoxiang's solution](#)

4343.

2065H

[Bro Thinks He's Him](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2200 · first AC: 2025-02-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, divide and conquer, dp, math, matrices

[cuiaoxiang's solution](#)

4344.

2060F

[Multiplicative Arrays](#) · [Tutorial](#)

Quality: 2,602 global accepts · Rating: 2200 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, number theory

[cuiaoxiang's solution](#)

4345.

2036G

[Library of Magic](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2200 · first AC: 2024-11-02 · last AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math, number theory

[cuiaoxiang's solution](#)

4346.

2033G

[Sakurako and Chefir](#) · [Tutorial](#)

Quality: 2,001 global accepts · Rating: 2200 · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, trees

[cuiaoxiang's solution](#)

4347.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[cuiaoxiang's solution](#)

4348.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[cuiaoxiang's solution](#)

4349.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[cuiaoxiang's solution](#)

4350.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,973 global accepts · Rating: 2200 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[cuiaoxiang's solution](#)

4351.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-03-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cuiaoxiang's solution](#)

4352.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, sortings

[cuiaoxiang's solution](#)

4353.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

4354.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-02-19 · last AC: 2024-02-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[cuiaoxiang's solution](#)

4355.

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2200 · first AC: 2024-01-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[cuiaoxiang's solution](#)

4356.

369E

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

Quality: 2,782 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[cuiaxiang's solution](#)

4357.

369D

[Valera and Fools](#) · [Tutorial](#)

Quality: 1,284 global accepts · Rating: 2200 · first AC: 2024-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[cuiaxiang's solution](#)

4358.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation
[cuiaxiang's solution](#)

4359.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees
[cuiaxiang's solution](#)

4360.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2023-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers
[cuiaxiang's solution](#)

4361.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,603 global accepts · Rating: 2200 · first AC: 2023-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp
[cuiaxiang's solution](#)

4362.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2200 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, ternary search
[cuiaxiang's solution](#)

4363.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2023-06-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[cuiaxiang's solution](#)

4364.

1840G1

[In Search of Truth \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,797 global accepts · Rating: 2200 · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math, meet-in-the-middle, probabilities
[cuiaxiang's solution](#)

4365.

1832E

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

Quality: 2,537 global accepts · Rating: 2200 · first AC: 2023-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp
[cuiaxiang's solution](#)

4366.

1822G2

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

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-04-24 · last AC: 2023-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[cuiaxiang's solution](#)

4367.

1811G2

[Vlad and the Nice Paths \(hard version\)](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2023-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, math, two pointers

[cuiaxiang's solution](#)

4368.

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[cuiaxiang's solution](#)

4369.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,451 global accepts · Rating: 2200 · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[cuiaxiang's solution](#)

4370.

1800G

[Symmetree](#) · [Tutorial](#)

Quality: 2,531 global accepts · Rating: 2200 · first AC: 2023-03-02 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, hashing, implementation, trees

[cuiaxiang's solution](#)

4371.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,292 global accepts · Rating: 2200 · first AC: 2023-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp

[cuiaxiang's solution](#)

4372.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[cuiaxiang's solution](#)

4373.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,239 global accepts · Rating: 2200 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[cuiaxiang's solution](#)

4374.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[cuiaxiang's solution](#)

4375.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, number theory

[cuiaxiang's solution](#)

4376.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · last AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[cuiaxiang's solution](#)

4377.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, probabilities

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4378.

1741G

[Kirill and Company](#) · [Tutorial](#)

Quality: 1,938 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows, graphs, shortest paths

[cuiaxiang's solution](#)

4379.

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2200 · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[cuiaxiang's solution](#)

4380.

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-09-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings, two pointers

[cuiaxiang's solution](#)

4381.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2022-09-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaxiang's solution](#)

4382.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

4383.

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2019-07-11 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[cuiaxiang's solution](#)

4384.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[cuiaxiang's solution](#)

4385.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[cuiaxiang's solution](#)

4386.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,862 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[cuiaxiang's solution](#)

4387.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,492 global accepts · Rating: 2200 · first AC: 2022-03-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[cuiaxiang's solution](#)

4388.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[cuiaxiang's solution](#)

4389.

1208E

[Let Them Slide](#) · [Tutorial](#)

Quality: 2,183 global accepts · Rating: 2200 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[cuiaxiang's solution](#)

4390.

1650F

[Vitaly and Advanced Useless Algorithms](#) · [Tutorial](#)

Quality: 1,665 global accepts · Rating: 2200 · first AC: 2022-03-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[cuiaxiang's solution](#)

4391.

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[cuiaxiang's solution](#)

4392.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,844 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[cuiaxiang's solution](#)

4393.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[cuiaxiang's solution](#)

4394.

282E

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

Quality: 4,329 global accepts · Rating: 2200 · first AC: 2019-03-25 · last AC: 2022-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[cuiaxiang's solution](#)

4395.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[cuiaxiang's solution](#)

4396.

1627E

[Not Escaping](#) · [Tutorial](#)

Quality: 2,792 global accepts · Rating: 2200 · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, two pointers

[cuiaoxiang's solution](#)

4397.

1045D

[Interstellar battle](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2022-01-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities, trees

[cuiaoxiang's solution](#)

4398.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[cuiaoxiang's solution](#)

4399.

301D

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

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

4400.

1616E

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

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[cuiaoxiang's solution](#)

4401.

1622E

[Math Test](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-12-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy

[cuiaoxiang's solution](#)

4402.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[cuiaoxiang's solution](#)

4403.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2021-12-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[cuiaoxiang's solution](#)

4404.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[cuiaoxiang's solution](#)

4405.

903E

[Swapping Characters](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, strings

[cuiaoxiang's solution](#)

4406.

903D

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

Quality: 4,475 global accepts · Rating: 2200 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[cuiaxiang's solution](#)

4407.

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy
[cuiaxiang's solution](#)

4408.

590C

[Three States](#) · [Tutorial](#)

Quality: 3,556 global accepts · Rating: 2200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths
[cuiaxiang's solution](#)

4409.

1593G

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

Quality: 1,891 global accepts · Rating: 2200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy
[cuiaxiang's solution](#)

4410.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math
[cuiaxiang's solution](#)

4411.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[cuiaxiang's solution](#)

4412.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory
[cuiaxiang's solution](#)

4413.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,003 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[cuiaxiang's solution](#)

4414.

1551F

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

Quality: 2,179 global accepts · Rating: 2200 · first AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees
[cuiaxiang's solution](#)

4415.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math
[cuiaxiang's solution](#)

4416.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[cuiaoxiang's solution](#)

4417.

588E

[Duff in the Army](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-06-29 · last AC: 2021-06-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, trees

[cuiaoxiang's solution](#)

4418.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,470 global accepts · Rating: 2200 · first AC: 2010-05-06 · last AC: 2021-06-19 · GNU C++ (first AC) · Tags: dp, sortings

[cuiaoxiang's solution](#)

4419.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[cuiaoxiang's solution](#)

4420.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[cuiaoxiang's solution](#)

4421.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[cuiaoxiang's solution](#)

4422.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[cuiaoxiang's solution](#)

4423.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[cuiaoxiang's solution](#)

4424.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[cuiaoxiang's solution](#)

4425.

279D

[The Minimum Number of Variables](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2200 · first AC: 2021-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[cuiaoxiang's solution](#)

4426.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, math
[cuiaxiang's solution](#)

4427.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, interactive, sortings
[cuiaxiang's solution](#)

4428.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-03-29 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, implementation
[cuiaxiang's solution](#)

4429.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2021-03-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[cuiaxiang's solution](#)

4430.

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math
[cuiaxiang's solution](#)

4431.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths
[cuiaxiang's solution](#)

4432.

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory
[cuiaxiang's solution](#)

4433.

245G

[Suggested Friends](#) · [Tutorial](#)

Quality: 545 global accepts · Rating: 2200 · first AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs
[cuiaxiang's solution](#)

4434.

219E

[Parking Lot](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2200 · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cuiaxiang's solution](#)

4435.

272E

[Dima and Horses](#) · [Tutorial](#)

Quality: 1,296 global accepts · Rating: 2200 · first AC: 2021-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, graphs
[cuiaxiang's solution](#)

4436.

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math
[cuiaoxiang's solution](#)

4437.

19C

[Deletion of Repeats](#) · [Tutorial](#)

Quality: 1,325 global accepts · Rating: 2200 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, hashing, string suffix structures
[cuiaoxiang's solution](#)

4438.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-01-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

4439.

567E

[President and Roads](#) · [Tutorial](#)

Quality: 2,240 global accepts · Rating: 2200 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, hashing, shortest paths
[cuiaoxiang's solution](#)

4440.

366E

[Dima and Magic Guitar](#) · [Tutorial](#)

Quality: 844 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[cuiaoxiang's solution](#)

4441.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,427 global accepts · Rating: 2200 · first AC: 2021-01-01 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[cuiaoxiang's solution](#)

4442.

476E

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

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[cuiaoxiang's solution](#)

4443.

1461E

[Water Level](#) · [Tutorial](#)

Quality: 2,215 global accepts · Rating: 2200 · first AC: 2020-12-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, implementation, math
[cuiaoxiang's solution](#)

4444.

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[cuiaoxiang's solution](#)

4445.

257E

[Greedy Elevator](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 2200 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[cuiaoxiang's solution](#)

4446.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[cuiaxiang's solution](#)

4447.

346C

[Number Transformation II](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2200 · first AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[cuiaxiang's solution](#)

4448.

448E

[Divisors](#) · [Tutorial](#)

Quality: 1,635 global accepts · Rating: 2200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, implementation, number theory

[cuiaxiang's solution](#)

4449.

1437E

[Make It Increasing](#) · [Tutorial](#)

Quality: 3,928 global accepts · Rating: 2200 · first AC: 2020-10-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[cuiaxiang's solution](#)

4450.

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

4451.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[cuiaxiang's solution](#)

4452.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2020-09-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[cuiaxiang's solution](#)

4453.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,705 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[cuiaxiang's solution](#)

4454.

1105E

[Helping Hiasat](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2200 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[cuiaxiang's solution](#)

4455.

612E

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

Quality: 2,007 global accepts · Rating: 2200 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, graphs, math

[cuiaxiang's solution](#)

4456.

616E

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

Quality: 3,500 global accepts · Rating: 2200 · first AC: 2020-09-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory

[cuiaxiang's solution](#)

4457.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2020-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaxiang's solution](#)

4458.

746F

[Music in Car](#) · [Tutorial](#)

Quality: 903 global accepts · Rating: 2200 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, two pointers

[cuiaxiang's solution](#)

4459.

518E

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

Quality: 1,062 global accepts · Rating: 2200 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, ternary search

[cuiaxiang's solution](#)

4460.

618D

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

Quality: 1,898 global accepts · Rating: 2200 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees

[cuiaxiang's solution](#)

4461.

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math

[cuiaxiang's solution](#)

4462.

691F

[Couple Cover](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2200 · first AC: 2020-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[cuiaxiang's solution](#)

4463.

1400E

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

Quality: 6,312 global accepts · Rating: 2200 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cuiaxiang's solution](#)

4464.

1155E

[Guess the Root](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 2200 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, math

[cuiaxiang's solution](#)

4465.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[cuiaxiang's solution](#)

4466.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[cuiaxiang's solution](#)

4467.

1399E2

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

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[cuiaoxiang's solution](#)

4468.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

4469.

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[cuiaoxiang's solution](#)

4470.

1353F

[Decreasing Heights](#) · [Tutorial](#)

Quality: 3,613 global accepts · Rating: 2200 · first AC: 2020-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[cuiaoxiang's solution](#)

4471.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[cuiaoxiang's solution](#)

4472.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[cuiaoxiang's solution](#)

4473.

305D

[Olya and Graph](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2200 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cuiaoxiang's solution](#)

4474.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[cuiaoxiang's solution](#)

4475.

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

4476.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[cuiaoxiang's solution](#)

4477.

954I

[Yet Another String Matching Problem](#) · [Tutorial](#)

Quality: 1,306 global accepts · Rating: 2200 · first AC: 2020-02-04 · last AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: fft, math
[cuiaoxiang's solution](#)

4478.

868D

[Huge Strings](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2200 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, implementation, strings
[cuiaoxiang's solution](#)

4479.

965E

[Short Code](#) · [Tutorial](#)

Quality: 1,882 global accepts · Rating: 2200 · first AC: 2020-01-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, strings, trees
[cuiaoxiang's solution](#)

4480.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,045 global accepts · Rating: 2200 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[cuiaoxiang's solution](#)

4481.

191E

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

Quality: 959 global accepts · Rating: 2200 · first AC: 2019-12-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, trees
[cuiaoxiang's solution](#)

4482.

1272F

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

Quality: 2,334 global accepts · Rating: 2200 · first AC: 2019-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings, two pointers
[cuiaoxiang's solution](#)

4483.

1166D

[Cute Sequences](#) · [Tutorial](#)

Quality: 2,285 global accepts · Rating: 2200 · first AC: 2019-11-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, math
[cuiaoxiang's solution](#)

4484.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,757 global accepts · Rating: 2200 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, interactive
[cuiaoxiang's solution](#)

4485.

1252E

[Songwriter](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2200 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[cuiaoxiang's solution](#)

4486.

440D

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

Quality: 944 global accepts · Rating: 2200 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[cuiaoxiang's solution](#)

4487.

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2019-10-22 · last AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees
[cuiaxiang's solution](#)

4488.

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,117 global accepts · Rating: 2200 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[cuiaxiang's solution](#)

4489.

1194E

[Count The Rectangles](#) · [Tutorial](#)

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, geometry, sortings
[cuiaxiang's solution](#)

4490.

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees
[cuiaxiang's solution](#)

4491.

1157G

[Inverse of Rows and Columns](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2200 · first AC: 2019-04-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[cuiaxiang's solution](#)

4492.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math, number theory
[cuiaxiang's solution](#)

4493.

1140E

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

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2019-03-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp
[cuiaxiang's solution](#)

4494.

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2019-02-10 · last AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, number theory, probabilities
[cuiaxiang's solution](#)

4495.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2019-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuiaxiang's solution](#)

4496.

979D

[Kuro and GCD and XOR and SUM](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2200 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp, dsu, greedy, math, number theory, strings, trees
[cuiaxiang's solution](#)

4497.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,880 global accepts · Rating: 2200 · first AC: 2011-05-30 · last AC: 2018-03-02 · GNU C++ (first AC) · Tags: data structures, implementation, math, two pointers

[cuiaoxiang's solution](#)

4498.

834D

[The Bakery](#) · [Tutorial](#)

Rating: 2200 · first AC: 2018-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[cuiaoxiang's solution](#)

4499.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2018-02-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees

[cuiaoxiang's solution](#)

4500.

863F

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

Quality: 1,528 global accepts · Rating: 2200 · first AC: 2017-10-20 · C++14 (GCC 6-32) (first AC) · Tags: flows

[cuiaoxiang's solution](#)

4501.

712D

[Memory and Scores](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2200 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

4502.

802D2

[Marmots \(medium\)](#) · [Tutorial](#)

Quality: 332 global accepts · Rating: 2200 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

4503.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: constructive algorithms, strings

[cuiaoxiang's solution](#)

4504.

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy

[cuiaoxiang's solution](#)

4505.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2017-02-21 · last AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[cuiaoxiang's solution](#)

4506.

538E

[Demiurges Play Again](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2200 · first AC: 2017-02-13 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[cuiaoxiang's solution](#)

4507.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: dp, games

[cuiaxiang's solution](#)

4508.

731D

[80-th Level Archeology](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2200 · first AC: 2016-10-19 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[cuiaxiang's solution](#)

4509.

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 2200 · first AC: 2016-06-12 · last AC: 2016-06-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[cuiaxiang's solution](#)

4510.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2200 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: dp

[cuiaxiang's solution](#)

4511.

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2016-03-25 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[cuiaxiang's solution](#)

4512.

587C

[Duff in the Army](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2200 · first AC: 2015-11-26 · last AC: 2015-11-26 · GNU C++11 (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

4513.

555C

[Case of Chocolate](#) · [Tutorial](#)

Quality: 2,061 global accepts · Rating: 2200 · first AC: 2015-06-28 · GNU C++11 (first AC) · Tags: data structures

[cuiaxiang's solution](#)

4514.

553C

[Love Triangles](#) · [Tutorial](#)

Quality: 1,965 global accepts · Rating: 2200 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[cuiaxiang's solution](#)

4515.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2015-06-04 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[cuiaxiang's solution](#)

4516.

351E

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

Quality: 1,793 global accepts · Rating: 2200 · first AC: 2013-10-05 · GNU C++0x (first AC) · Tags: greedy

[cuiaxiang's solution](#)

4517.

345D

[Chain Letter](#) · [Tutorial](#)

Quality: 83 global accepts · Rating: 2200 · first AC: 2013-09-15 · Ada (first AC) · Tags: *special, dfs and similar, graphs

[cuiaxiang's solution](#)

4518.

332C

[Students' Revenge](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2200 · first AC: 2013-08-10 · GNU C++0x (first AC) · Tags: data structures, greedy, sortings

[cuiaxiang's solution](#)

4519.

196C

[Paint Tree](#) · [Tutorial](#)

Quality: 1,042 global accepts · Rating: 2200 · first AC: 2012-06-21 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer, geometry, sortings, trees

[cuiaxiang's solution](#)

4520.

183C

[Cyclic Coloring](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 2200 · first AC: 2012-05-09 · GNU C++ (first AC) · Tags: dfs and similar

[cuiaxiang's solution](#)

4521.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2012-03-18 · GNU C++ (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[cuiaxiang's solution](#)

4522.

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2012-02-20 · GNU C++ (first AC) · Tags: data structures, math, probabilities

[cuiaxiang's solution](#)

4523.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2011-05-22 · GNU C++ (first AC) · Tags: binary search, data structures, sortings

[cuiaxiang's solution](#)

4524.

70C

[Lucky Tickets](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2200 · first AC: 2011-04-17 · GNU C++ (first AC) · Tags: binary search, data structures, sortings, two pointers

[cuiaxiang's solution](#)

4525.

7D

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

Quality: 4,479 global accepts · Rating: 2200 · first AC: 2011-02-23 · GNU C++ (first AC) · Tags: hashing, strings

[cuiaxiang's solution](#)

4526.

52C

[Circular RMQ](#) · [Tutorial](#)

Quality: 11,252 global accepts · Rating: 2200 · first AC: 2011-02-15 · GNU C++ (first AC) · Tags: data structures

[cuiaxiang's solution](#)

4527.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,391 global accepts · Rating: 2200 · first AC: 2010-04-26 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs

[cuiaxiang's solution](#)

4528.

2195G

[Idiot First Search and Queries](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp, graphs, trees

[cuiaxiang's solution](#)

4529.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,863 global accepts · Rating: 2300 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[cuiaoxiang's solution](#)

4530.

1681F

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

Quality: 2,325 global accepts · Rating: 2300 · first AC: 2025-02-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees

[cuiaoxiang's solution](#)

4531.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2300 · first AC: 2025-02-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[cuiaoxiang's solution](#)

4532.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[cuiaoxiang's solution](#)

4533.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-11-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[cuiaoxiang's solution](#)

4534.

2028E

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

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-11-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, games, greedy, math, probabilities, trees

[cuiaoxiang's solution](#)

4535.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[cuiaoxiang's solution](#)

4536.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,601 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[cuiaoxiang's solution](#)

4537.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

4538.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[cuiaxiang's solution](#)

4539.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[cuiaxiang's solution](#)

4540.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[cuiaxiang's solution](#)

4541.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[cuiaxiang's solution](#)

4542.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math

[cuiaxiang's solution](#)

4543.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[cuiaxiang's solution](#)

4544.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-19 · last AC: 2023-12-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[cuiaxiang's solution](#)

4545.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2023-11-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[cuiaxiang's solution](#)

4546.

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,405 global accepts · Rating: 2300 · first AC: 2023-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, strings

[cuiaxiang's solution](#)

4547.

1870E

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

Quality: 2,964 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[cuiaxiang's solution](#)

4548.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,037 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation,

math

[cuiaxiang's solution](#)

4549.

1843F2

[Omsk Metro \(hard version\)](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2300 · first AC: 2023-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, math, trees

[cuiaxiang's solution](#)

4550.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2023-06-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[cuiaxiang's solution](#)

4551.

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[cuiaxiang's solution](#)

4552.

1797E

[Li Hua and Array](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-04-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dsu, math, number theory, two pointers

[cuiaxiang's solution](#)

4553.

1805E

[There Should Be a Lot of Maximums](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2300 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, trees, two pointers

[cuiaxiang's solution](#)

4554.

1798E

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

Quality: 2,063 global accepts · Rating: 2300 · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[cuiaxiang's solution](#)

4555.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-02-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[cuiaxiang's solution](#)

4556.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[cuiaxiang's solution](#)

4557.

1783E

[Game of the Year](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2300 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory

[cuiaxiang's solution](#)

4558.

1748E

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

Quality: 2,667 global accepts · Rating: 2300 · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, flows, math, trees

[cuiaxiang's solution](#)

4559.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[cuiaxiang's solution](#)

4560.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[cuiaxiang's solution](#)

4561.

1705E

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

Quality: 2,455 global accepts · Rating: 2300 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, data structures, greedy

[cuiaxiang's solution](#)

4562.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,516 global accepts · Rating: 2300 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cuiaxiang's solution](#)

4563.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[cuiaxiang's solution](#)

4564.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-05 · C++17 (GCC 9-64) (first AC) · Tags: dp

[cuiaxiang's solution](#)

4565.

1251E1

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

Quality: 2,588 global accepts · Rating: 2300 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[cuiaxiang's solution](#)

4566.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

4567.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[cuiaxiang's solution](#)

4568.

1658D2

[388535 \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,178 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, math

[cuiaxiang's solution](#)

4569.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,210 global accepts · Rating: 2300 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[cuiaxiang's solution](#)

4570.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: graphs, hashing, math, number theory

[cuiaxiang's solution](#)

4571.

1654E

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

Quality: 2,360 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math

[cuiaxiang's solution](#)

4572.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[cuiaxiang's solution](#)

4573.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[cuiaxiang's solution](#)

4574.

1045C

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

Quality: 827 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[cuiaxiang's solution](#)

4575.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[cuiaxiang's solution](#)

4576.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: flows

[cuiaxiang's solution](#)

4577.

268D

[Wall Bars](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2300 · first AC: 2020-12-25 · last AC: 2022-01-08 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

4578.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities
[cuiaxiang's solution](#)

4579.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math
[cuiaxiang's solution](#)

4580.

1614D2

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

Quality: 2,743 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory
[cuiaxiang's solution](#)

4581.

358E

[Dima and Kicks](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dsu, graphs, implementation
[cuiaxiang's solution](#)

4582.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings
[cuiaxiang's solution](#)

4583.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory
[cuiaxiang's solution](#)

4584.

590D

[Top Secret Task](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp
[cuiaxiang's solution](#)

4585.

1575I

[Illusions of the Desert](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[cuiaxiang's solution](#)

4586.

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees
[cuiaxiang's solution](#)

4587.

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings
[cuiaxiang's solution](#)

4588.

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[cuiaxiang's solution](#)

4589.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees
[cuiaxiang's solution](#)

4590.

713C

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

Quality: 6,535 global accepts · Rating: 2300 · first AC: 2021-06-19 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[cuiaxiang's solution](#)

4591.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[cuiaxiang's solution](#)

4592.

467E

[Alex and Complicated Task](#) · [Tutorial](#)

Quality: 852 global accepts · Rating: 2300 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[cuiaxiang's solution](#)

4593.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[cuiaxiang's solution](#)

4594.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[cuiaxiang's solution](#)

4595.

594A

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

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2021-03-06 · C++17 (GCC 7-32) (first AC) · Tags: games
[cuiaxiang's solution](#)

4596.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-03-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees
[cuiaxiang's solution](#)

4597.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2300 · first AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math
[cuiaxiang's solution](#)

4598.

143E

[Help Caretaker](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-02-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

4599.

549B

[Lookery Party](#) · [Tutorial](#)

Quality: 1,586 global accepts · Rating: 2300 · first AC: 2021-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[cuiaoxiang's solution](#)

4600.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-01-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[cuiaoxiang's solution](#)

4601.

762D

[Maximum path](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[cuiaoxiang's solution](#)

4602.

489E

[Hiking](#) · [Tutorial](#)

Quality: 1,147 global accepts · Rating: 2300 · first AC: 2021-01-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp

[cuiaoxiang's solution](#)

4603.

180B

[Divisibility Rules](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: 2300 · first AC: 2021-01-09 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[cuiaoxiang's solution](#)

4604.

584E

[Anton and Ira](#) · [Tutorial](#)

Quality: 1,492 global accepts · Rating: 2300 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[cuiaoxiang's solution](#)

4605.

294E

[Shaass the Great](#) · [Tutorial](#)

Quality: 1,114 global accepts · Rating: 2300 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[cuiaoxiang's solution](#)

4606.

300D

[Painting Square](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2300 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, fft

[cuiaoxiang's solution](#)

4607.

300E

[Empire Strikes Back](#) · [Tutorial](#)

Quality: 1,106 global accepts · Rating: 2300 · first AC: 2020-12-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory

[cuiaoxiang's solution](#)

4608.

362E

[Petya and Pipes](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2300 · first AC: 2020-12-22 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs, shortest paths

[cuiaxiang's solution](#)

4609.

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaxiang's solution](#)

4610.

460D

[Little Victor and Set](#) · [Tutorial](#)

Quality: 1,036 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[cuiaxiang's solution](#)

4611.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,405 global accepts · Rating: 2300 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[cuiaxiang's solution](#)

4612.

1451E2

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

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[cuiaxiang's solution](#)

4613.

557E

[Ann and Half-Palindrome](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2300 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs, string suffix structures, strings, trees

[cuiaxiang's solution](#)

4614.

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[cuiaxiang's solution](#)

4615.

1086C

[Vasya and Templates](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-10-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[cuiaxiang's solution](#)

4616.

846E

[Chemistry in Berland](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2300 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, trees

[cuiaxiang's solution](#)

4617.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2020-09-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[cuiaxiang's solution](#)

4618.

993E

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

Quality: 1,787 global accepts · Rating: 2300 · first AC: 2020-09-06 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, fft, math

[cuiaxiang's solution](#)

4619.

752F

[Santa Clauses and a Soccer Championship](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-09-02 · C++17 (GCC 9-64) (first AC) · Tags: trees

[cuiaxiang's solution](#)

4620.

518F

[Pasha and Pipe](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, dp, implementation

[cuiaxiang's solution](#)

4621.

812E

[Sagheer and Apple Tree](#) · [Tutorial](#)

Quality: 1,326 global accepts · Rating: 2300 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[cuiaxiang's solution](#)

4622.

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[cuiaxiang's solution](#)

4623.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[cuiaxiang's solution](#)

4624.

861F

[Wizard's Tour](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar

[cuiaxiang's solution](#)

4625.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,823 global accepts · Rating: 2300 · first AC: 2020-07-18 · last AC: 2020-07-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, trees

[cuiaxiang's solution](#)

4626.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[cuiaxiang's solution](#)

4627.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation, trees

[cuiaxiang's solution](#)

4628.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2020-07-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[cuiaxiang's solution](#)

4629.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2020-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, math
[cuiaoxiang's solution](#)

4630.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings
[cuiaoxiang's solution](#)

4631.

305E

[Playing with String](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2300 · first AC: 2020-02-21 · C++17 (GCC 7-32) (first AC) · Tags: games
[cuiaoxiang's solution](#)

4632.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp
[cuiaoxiang's solution](#)

4633.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,164 global accepts · Rating: 2300 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, math
[cuiaoxiang's solution](#)

4634.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[cuiaoxiang's solution](#)

4635.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

4636.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers
[cuiaoxiang's solution](#)

4637.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, math
[cuiaoxiang's solution](#)

4638.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2019-12-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[cuiaoxiang's solution](#)

4639.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2019-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, trees

[cuaoxiang's solution](#)

4640.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities, shortest paths
[cuaoxiang's solution](#)

4641.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp
[cuaoxiang's solution](#)

4642.

1228E

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

Quality: 3,453 global accepts · Rating: 2300 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuaoxiang's solution](#)

4643.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2019-09-05 · last AC: 2019-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math
[cuaoxiang's solution](#)

4644.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory
[cuaoxiang's solution](#)

4645.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2019-06-21 · last AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities
[cuaoxiang's solution](#)

4646.

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-04-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities
[cuaoxiang's solution](#)

4647.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2300 · first AC: 2019-03-26 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy
[cuaoxiang's solution](#)

4648.

898F

[Restoring the Expression](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, math
[cuaoxiang's solution](#)

4649.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, strings
[cuaoxiang's solution](#)

4650.

1042E

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

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2018-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities
[cuiaoxiang's solution](#)

4651.

893F

[Subtree Minimum Query](#) · [Tutorial](#)

Quality: 2,500 global accepts · Rating: 2300 · first AC: 2017-11-24 · last AC: 2018-05-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees
[cuiaoxiang's solution](#)

4652.

719E

[Sasha and Array](#) · [Tutorial](#)

Rating: 2300 · first AC: 2018-05-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices
[cuiaoxiang's solution](#)

4653.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2018-02-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees
[cuiaoxiang's solution](#)

4654.

831F

[Bamboo Partition](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-11-05 · last AC: 2017-11-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

4655.

884D

[Boxes And Balls](#) · [Tutorial](#)

Quality: 2,220 global accepts · Rating: 2300 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy
[cuiaoxiang's solution](#)

4656.

800C

[Vulnerable Kerbals](#) · [Tutorial](#)

Rating: 2300 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory
[cuiaoxiang's solution](#)

4657.

817F

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Quality: 3,364 global accepts · Rating: 2300 · first AC: 2017-06-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, trees
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4658.

711E

[ZS and The Birthday Paradox](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2300 · first AC: 2017-06-12 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities
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4659.

788C

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Quality: 2,580 global accepts · Rating: 2300 · first AC: 2017-05-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths
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4660.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures
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4661.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

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4662.

808E

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Quality: 2,191 global accepts · Rating: 2300 · first AC: 2017-05-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, ternary search

[cuiaoxiang's solution](#)

4663.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,024 global accepts · Rating: 2300 · first AC: 2017-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[cuiaoxiang's solution](#)

4664.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,413 global accepts · Rating: 2300 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[cuiaoxiang's solution](#)

4665.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2017-02-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[cuiaoxiang's solution](#)

4666.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2016-04-29 · GNU C++11 (first AC) · Tags: flows

[cuiaoxiang's solution](#)

4667.

601C

[Kleofáš and the n-thlon](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2300 · first AC: 2015-11-27 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[cuiaoxiang's solution](#)

4668.

570E

[Pig and Palindromes](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2300 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: combinatorics, dp

[cuiaoxiang's solution](#)

4669.

385E

[Bear in the Field](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2300 · first AC: 2015-07-03 · GNU C++11 (first AC) · Tags: math, matrices

[cuiaoxiang's solution](#)

4670.

553D

[Nudist Beach](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2300 · first AC: 2015-06-25 · GNU C++11 (first AC) · Tags: binary search, graphs, greedy

[cuiaoxiang's solution](#)

4671.

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2015-06-15 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number

theory

[cuiaxiang's solution](#)

4672.

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2015-01-06 · GNU C++0x (first AC) · Tags: data structures, dp, dsu

[cuiaxiang's solution](#)

4673.

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2014-06-01 · GNU C++0x (first AC) · Tags: data structures, math

[cuiaxiang's solution](#)

4674.

316E3

[Summer Homework](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2300 · first AC: 2013-07-14 · GNU C++0x (first AC) · Tags: data structures, math

[cuiaxiang's solution](#)

4675.

316E2

[Summer Homework](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2300 · first AC: 2013-07-14 · GNU C++0x (first AC) · Tags: data structures, math

[cuiaxiang's solution](#)

4676.

327E

[Axis Walking](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2300 · first AC: 2013-07-13 · last AC: 2013-07-14 · GNU C++0x (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, meet-in-the-middle

[cuiaxiang's solution](#)

4677.

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2012-02-25 · GNU C++ (first AC) · Tags: graphs, hashing, sortings

[cuiaxiang's solution](#)

4678.

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2012-02-11 · GNU C++ (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

4679.

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2012-02-11 · last AC: 2012-02-11 · GNU C++ (first AC) · Tags: string suffix structures, strings

[cuiaxiang's solution](#)

4680.

97B

[Superset](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2300 · first AC: 2011-07-15 · GNU C++ (first AC) · Tags: constructive algorithms, divide and conquer

[cuiaxiang's solution](#)

4681.

91C

[Ski Base](#) · [Tutorial](#)

Quality: 1,011 global accepts · Rating: 2300 · first AC: 2011-06-21 · GNU C++ (first AC) · Tags: combinatorics, dsu, graphs

[cuiaxiang's solution](#)

4682.

89C

[Chip Play](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2300 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: brute force, data structures, implementation
[cuiaoxiang's solution](#)

4683.

85D

[Sum of Medians](#) · [Tutorial](#)

Quality: 2,419 global accepts · Rating: 2300 · first AC: 2011-05-21 · GNU C++ (first AC) · Tags: binary search, brute force, data structures, implementation
[cuiaoxiang's solution](#)

4684.

37D

[Lesson Timetable](#) · [Tutorial](#)

Quality: 555 global accepts · Rating: 2300 · first AC: 2010-10-25 · GNU C++ (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

4685.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation
[cuiaoxiang's solution](#)

4686.

2193H

[Remove the Grail Tree](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2400 · first AC: 2026-01-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, trees
[cuiaoxiang's solution](#)

4687.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2400 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy
[cuiaoxiang's solution](#)

4688.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2025-08-18 · last AC: 2025-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[cuiaoxiang's solution](#)

4689.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings
[cuiaoxiang's solution](#)

4690.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2025-08-03 · last AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, implementation
[cuiaoxiang's solution](#)

4691.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,156 global accepts · Rating: 2400 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs
[cuiaoxiang's solution](#)

4692.

2109E

[Binary String Wowee](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-05-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, strings
[cuiaxiang's solution](#)

4693.

2086E

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

Quality: 1,665 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math
[cuiaxiang's solution](#)

4694.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings
[cuiaxiang's solution](#)

4695.

2060G

[Bugged Sort](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings
[cuiaxiang's solution](#)

4696.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy
[cuiaxiang's solution](#)

4697.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings
[cuiaxiang's solution](#)

4698.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings
[cuiaxiang's solution](#)

4699.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-06 · last AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers
[cuiaxiang's solution](#)

4700.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math
[cuiaxiang's solution](#)

4701.

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

4702.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

4703.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[cuiaxiang's solution](#)

4704.

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,522 global accepts · Rating: 2400 · first AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[cuiaxiang's solution](#)

4705.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cuiaxiang's solution](#)

4706.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[cuiaxiang's solution](#)

4707.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[cuiaxiang's solution](#)

4708.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[cuiaxiang's solution](#)

4709.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, interactive

[cuiaxiang's solution](#)

4710.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[cuiaxiang's solution](#)

4711.

220E

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

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[cuiaxiang's solution](#)

4712.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2023-03-12 · last AC: 2023-03-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[cuiaoxiang's solution](#)

4713.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[cuiaoxiang's solution](#)

4714.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

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4715.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-25 · last AC: 2023-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[cuiaoxiang's solution](#)

4716.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,729 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[cuiaoxiang's solution](#)

4717.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[cuiaoxiang's solution](#)

4718.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[cuiaoxiang's solution](#)

4719.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[cuiaoxiang's solution](#)

4720.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cuiaoxiang's solution](#)

4721.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,075 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[cuiaxiang's solution](#)

4722.

1735E

[House Planning](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

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4723.

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[cuiaxiang's solution](#)

4724.

1679E

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

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[cuiaxiang's solution](#)

4725.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,351 global accepts · Rating: 2400 · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[cuiaxiang's solution](#)

4726.

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp

[cuiaxiang's solution](#)

4727.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive

[cuiaxiang's solution](#)

4728.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[cuiaxiang's solution](#)

4729.

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2022-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[cuiaxiang's solution](#)

4730.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[cuiaxiang's solution](#)

4731.

1251E2

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

Quality: 2,952 global accepts · Rating: 2400 · first AC: 2022-04-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[cuiaxiang's solution](#)

4732.

1083E

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

Quality: 5,616 global accepts · Rating: 2400 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[cuaixiang's solution](#)

4733.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2022-03-15 · last AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[cuaixiang's solution](#)

4734.

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[cuaixiang's solution](#)

4735.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[cuaixiang's solution](#)

4736.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2022-03-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[cuaixiang's solution](#)

4737.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[cuaixiang's solution](#)

4738.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,099 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[cuaixiang's solution](#)

4739.

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[cuaixiang's solution](#)

4740.

1585F

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

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-03-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuaixiang's solution](#)

4741.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures

[cuaixiang's solution](#)

4742.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[cuiaxiang's solution](#)

4743.

582C

[Superior Periodic Subarrays](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 2400 · first AC: 2022-03-10 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[cuiaxiang's solution](#)

4744.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,703 global accepts · Rating: 2400 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[cuiaxiang's solution](#)

4745.

756D

[Bacterial Melee](#) · [Tutorial](#)

Quality: 1,084 global accepts · Rating: 2400 · first AC: 2022-03-07 · last AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, string suffix structures

[cuiaxiang's solution](#)

4746.

847J

[Students Initiation](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[cuiaxiang's solution](#)

4747.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2022-03-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[cuiaxiang's solution](#)

4748.

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[cuiaxiang's solution](#)

4749.

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[cuiaxiang's solution](#)

4750.

717G

[Underfail](#) · [Tutorial](#)

Quality: 732 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: flows

[cuiaxiang's solution](#)

4751.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[cuiaxiang's solution](#)

4752.

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2400 · first AC: 2022-02-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

4753.

449D

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

Quality: 6,141 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[cuiaxiang's solution](#)

4754.

865D

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

Quality: 8,023 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[cuiaxiang's solution](#)

4755.

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[cuiaxiang's solution](#)

4756.

534F

[Simplified Nonogram](#) · [Tutorial](#)

Quality: 533 global accepts · Rating: 2400 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, hashing, meet-in-the-middle
[cuiaxiang's solution](#)

4757.

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2022-02-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp
[cuiaxiang's solution](#)

4758.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2022-02-03 · last AC: 2022-02-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers
[cuiaxiang's solution](#)

4759.

1633E

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

Quality: 1,745 global accepts · Rating: 2400 · first AC: 2022-01-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees
[cuiaxiang's solution](#)

4760.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees
[cuiaxiang's solution](#)

4761.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,106 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[cuiaxiang's solution](#)

4762.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities
[cuiaxiang's solution](#)

4763.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, games, math
[cuiaxiang's solution](#)

4764.

1626E

[Black and White Tree](#) · [Tutorial](#)

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2022-01-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees
[cuiaxiang's solution](#)

4765.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, number theory
[cuiaxiang's solution](#)

4766.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-01-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cuiaxiang's solution](#)

4767.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[cuiaxiang's solution](#)

4768.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory
[cuiaxiang's solution](#)

4769.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,589 global accepts · Rating: 2400 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[cuiaxiang's solution](#)

4770.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices
[cuiaxiang's solution](#)

4771.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees
[cuiaxiang's solution](#)

4772.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[cuiaoxiang's solution](#)

4773.

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[cuiaoxiang's solution](#)

4774.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[cuiaoxiang's solution](#)

4775.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, two pointers

[cuiaoxiang's solution](#)

4776.

815C

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

Quality: 3,320 global accepts · Rating: 2400 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[cuiaoxiang's solution](#)

4777.

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math

[cuiaoxiang's solution](#)

4778.

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[cuiaoxiang's solution](#)

4779.

467D

[Fedor and Essay](#) · [Tutorial](#)

Quality: 2,032 global accepts · Rating: 2400 · first AC: 2021-04-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, hashing, strings

[cuiaoxiang's solution](#)

4780.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, number theory

[cuiaoxiang's solution](#)

4781.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2021-03-24 · last AC: 2021-03-24 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, fft

[cuiaoxiang's solution](#)

4782.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[cuiaoxiang's solution](#)

4783.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-03-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, strings
[cuiaoxiang's solution](#)

4784.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[cuiaoxiang's solution](#)

4785.

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,705 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
[cuiaoxiang's solution](#)

4786.

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-03-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing
[cuiaoxiang's solution](#)

4787.

51E

[Pentagon](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2400 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, matrices
[cuiaoxiang's solution](#)

4788.

283D

[Cows and Cool Sequences](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 2400 · first AC: 2021-02-27 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory
[cuiaoxiang's solution](#)

4789.

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, sortings
[cuiaoxiang's solution](#)

4790.

380B

[Sereja and Tree](#) · [Tutorial](#)

Quality: 575 global accepts · Rating: 2400 · first AC: 2021-02-10 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[cuiaoxiang's solution](#)

4791.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths
[cuiaoxiang's solution](#)

4792.

1469E

[A Bit Similar](#) · [Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[cuiaoxiang's solution](#)

4793.

581F

[Zublicanes and Mumocrates](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 2400 · first AC: 2020-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees, two pointers

[cuiaoxiang's solution](#)

4794.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths

[cuiaoxiang's solution](#)

4795.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2020-12-23 · last AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[cuiaoxiang's solution](#)

4796.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2020-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[cuiaoxiang's solution](#)

4797.

1423J

[Bubble Cup hypothesis](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[cuiaoxiang's solution](#)

4798.

676E

[The Last Fight Between Human and AI](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2400 · first AC: 2020-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaoxiang's solution](#)

4799.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, probabilities

[cuiaoxiang's solution](#)

4800.

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,276 global accepts · Rating: 2400 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cuiaoxiang's solution](#)

4801.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: interactive, probabilities

[cuiaoxiang's solution](#)

4802.

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaxiang's solution](#)

4803.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-08-23 · last AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[cuiaxiang's solution](#)

4804.

913E

[Logical Expression](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2400 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, shortest paths

[cuiaxiang's solution](#)

4805.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · last AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[cuiaxiang's solution](#)

4806.

674C

[Levels and Regions](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-05-19 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp

[cuiaxiang's solution](#)

4807.

825F

[String Compression](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, string suffix structures, strings

[cuiaxiang's solution](#)

4808.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[cuiaxiang's solution](#)

4809.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[cuiaxiang's solution](#)

4810.

606E

[Freelancer's Dreams](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

4811.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[cuiaxiang's solution](#)

4812.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities

[cuiaxiang's solution](#)

4813.

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2019-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, string suffix structures, strings

[cuiaxiang's solution](#)

4814.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[cuiaxiang's solution](#)

4815.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, interactive, sortings

[cuiaxiang's solution](#)

4816.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2019-11-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees

[cuiaxiang's solution](#)

4817.

1252F

[Regular Forestation](#) · [Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2019-11-01 · C++17 (GCC 7-32) (first AC) · Tags: hashing, trees

[cuiaxiang's solution](#)

4818.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2019-09-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, sortings

[cuiaxiang's solution](#)

4819.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-08-22 · last AC: 2019-08-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[cuiaxiang's solution](#)

4820.

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2019-07-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[cuiaxiang's solution](#)

4821.

626F

[Group Projects](#) · [Tutorial](#)

Quality: 3,592 global accepts · Rating: 2400 · first AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

4822.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, math, matrices

[cuiaxiang's solution](#)

4823.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,282 global accepts · Rating: 2400 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs
[cuiaoxiang's solution](#)

4824.

1144G

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

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[cuiaoxiang's solution](#)

4825.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs
[cuiaoxiang's solution](#)

4826.

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-24 · last AC: 2019-02-24 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory
[cuiaoxiang's solution](#)

4827.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2019-02-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[cuiaoxiang's solution](#)

4828.

1114F

[Please, another Queries on Array?](#) · [Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2019-02-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory
[cuiaoxiang's solution](#)

4829.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2019-01-30 · C++14 (GCC 6-32) (first AC) · Tags: dp
[cuiaoxiang's solution](#)

4830.

1080E

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

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2018-11-25 · C++14 (GCC 6-32) (first AC) · Tags: strings
[cuiaoxiang's solution](#)

4831.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2018-09-09 · C++14 (GCC 6-32) (first AC) · Tags: fft, geometry, number theory
[cuiaoxiang's solution](#)

4832.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2400 · first AC: 2018-05-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, implementation
[cuiaoxiang's solution](#)

4833.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2018-02-15 · last AC: 2018-02-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

4834.

873F

[Forbidden Indices](#) · [Tutorial](#)

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2017-10-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, string suffix structures, strings

[cuiaxiang's solution](#)

4835.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing

[cuiaxiang's solution](#)

4836.

794D

[Labelling Cities](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, hashing

[cuiaxiang's solution](#)

4837.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2017-05-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[cuiaxiang's solution](#)

4838.

802J3

[Send the Fool Further! \(hard\)](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2400 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: dfs and similar, dp, math, trees

[cuiaxiang's solution](#)

4839.

749E

[Inversions After Shuffle](#) · [Tutorial](#)

Quality: 1,256 global accepts · Rating: 2400 · first AC: 2017-03-12 · GNU C++11 (first AC) · Tags: data structures, probabilities

[cuiaxiang's solution](#)

4840.

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees

[cuiaxiang's solution](#)

4841.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,918 global accepts · Rating: 2400 · first AC: 2017-03-06 · last AC: 2017-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[cuiaxiang's solution](#)

4842.

781D

[Axel and Marston in Bitland](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-03-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, graphs, matrices

[cuiaxiang's solution](#)

4843.

758F

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

Quality: 713 global accepts · Rating: 2400 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory
[cuiaoxiang's solution](#)

4844.

767E

[Change-free](#) · [Tutorial](#)

Quality: 1,072 global accepts · Rating: 2400 · first AC: 2017-03-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

4845.

653E

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4846.

542A

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4847.

529C

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Rating: 2400 · first AC: 2015-06-19 · GNU C++11 (first AC) · Tags: data structures, sortings
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4848.

26D

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4849.

24D

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4850.

28D

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4851.

316G3

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4852.

417E

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Quality: 930 global accepts · Rating: 2400 · first AC: 2014-06-22 · GNU C++0x (first AC) · Tags: constructive algorithms, math, probabilities
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4853.

288D

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4854.

204D

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198C

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4856.

145E

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4857.

83D

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4858.

74D

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4859.

21D

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4860.

5E

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4861.

12D

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4862.

2185H

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4863.

2183F

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4864.

1788F

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4865.

1998E2

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Quality: 900 global accepts · Rating: 2500 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

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4866.

1951F

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4867.

1100F

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4868.

2075E

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4869.

596E

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4870.

1320D

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4871.

1973E

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4872.

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4873.

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4876.

1917F

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4877.

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4879.

1845E

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1764F

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1731F

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1771E

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1716F

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4940.

266E

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

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[cuiaxiang's solution](#)

4941.

294D

[Shaass and Painter Robot](#) · [Tutorial](#)

Quality: 378 global accepts · Rating: 2500 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[cuiaxiang's solution](#)

4942.

363E

[Two Circles](#) · [Tutorial](#)

Quality: 225 global accepts · Rating: 2500 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation
[cuiaxiang's solution](#)

4943.

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math
[cuiaxiang's solution](#)

4944.

909F

[AND-permutations](#) · [Tutorial](#)

Quality: 635 global accepts · Rating: 2500 · first AC: 2020-11-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[cuiaxiang's solution](#)

4945.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers
[cuiaxiang's solution](#)

4946.

1418G

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

Quality: 2,749 global accepts · Rating: 2500 · first AC: 2020-11-01 · last AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[cuiaoxiang's solution](#)

4947.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[cuiaoxiang's solution](#)

4948.

609F

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

Quality: 1,511 global accepts · Rating: 2500 · first AC: 2020-09-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[cuiaoxiang's solution](#)

4949.

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2020-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation

[cuiaoxiang's solution](#)

4950.

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2020-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

4951.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-09-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[cuiaoxiang's solution](#)

4952.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[cuiaoxiang's solution](#)

4953.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[cuiaoxiang's solution](#)

4954.

1407E

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

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[cuiaoxiang's solution](#)

4955.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive

[cuiaoxiang's solution](#)

4956.

618E

[Robot Arm](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2500 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry
[cuiaxiang's solution](#)

4957.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers
[cuiaxiang's solution](#)

4958.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2020-06-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers
[cuiaxiang's solution](#)

4959.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[cuiaxiang's solution](#)

4960.

1325F

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

Quality: 2,330 global accepts · Rating: 2500 · first AC: 2020-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[cuiaxiang's solution](#)

4961.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[cuiaxiang's solution](#)

4962.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, geometry, math, sortings
[cuiaxiang's solution](#)

4963.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2019-12-09 · last AC: 2019-12-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft
[cuiaxiang's solution](#)

4964.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, number theory
[cuiaxiang's solution](#)

4965.

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures
[cuiaxiang's solution](#)

4966.

645F

[Cowslip Collections](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2500 · first AC: 2019-09-26 · last AC: 2019-09-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cuiaoxiang's solution](#)

4967.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 2500 · first AC: 2019-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[cuiaoxiang's solution](#)

4968.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,301 global accepts · Rating: 2500 · first AC: 2019-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[cuiaoxiang's solution](#)

4969.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[cuiaoxiang's solution](#)

4970.

963D

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

Quality: 2,731 global accepts · Rating: 2500 · first AC: 2018-04-22 · last AC: 2018-04-22 · C++14 (GCC 6-32) (first AC) · Tags: hashing, string suffix structures, strings

[cuiaoxiang's solution](#)

4971.

91E

[Igloo Skyscraper](#) · [Tutorial](#)

Quality: 671 global accepts · Rating: 2500 · first AC: 2018-02-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry

[cuiaoxiang's solution](#)

4972.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2018-02-25 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[cuiaoxiang's solution](#)

4973.

660F

[Bear and Bowling 4](#) · [Tutorial](#)

Quality: 2,304 global accepts · Rating: 2500 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, geometry, ternary search

[cuiaoxiang's solution](#)

4974.

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2018-01-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[cuiaoxiang's solution](#)

4975.

884F

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

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2017-10-30 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs, greedy

[cuiaoxiang's solution](#)

4976.

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[cuiaoxiang's solution](#)

4977.

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2500 · first AC: 2017-03-07 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[cuiaoxiang's solution](#)

4978.

757E

[Bash Plays with Functions](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2500 · first AC: 2017-01-12 · last AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, number theory

[cuiaoxiang's solution](#)

4979.

737D

[Financiers Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-11-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[cuiaoxiang's solution](#)

4980.

551E

[GukiZ and GukiZiana](#) · [Tutorial](#)

Quality: 2,143 global accepts · Rating: 2500 · first AC: 2015-06-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[cuiaoxiang's solution](#)

4981.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[cuiaoxiang's solution](#)

4982.

68D

[Half-decay tree](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: 2500 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, math, probabilities

[cuiaoxiang's solution](#)

4983.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: dp, graphs, shortest paths

[cuiaoxiang's solution](#)

4984.

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2014-06-21 · GNU C++0x (first AC) · Tags: data structures, greedy

[cuiaoxiang's solution](#)

4985.

341D

[lahub and Xors](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2500 · first AC: 2013-09-01 · GNU C++0x (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

4986.

147B

[Smile House](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2012-02-23 · GNU C++ (first AC) · Tags: binary search, graphs, matrices
[cuiaoxiang's solution](#)

4987.

152E

[Garden](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 2500 · first AC: 2012-02-22 · GNU C++ (first AC) · Tags: bitmasks, dp, graphs, trees
[cuiaoxiang's solution](#)

4988.

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2011-09-28 · GNU C++ (first AC) · Tags: divide and conquer, math
[cuiaoxiang's solution](#)

4989.

89D

[Space mines](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2500 · first AC: 2011-06-18 · GNU C++ (first AC) · Tags: geometry
[cuiaoxiang's solution](#)

4990.

55E

[Very simple problem](#) · [Tutorial](#)

Quality: 821 global accepts · Rating: 2500 · first AC: 2011-02-25 · last AC: 2011-02-25 · GNU C++ (first AC) · Tags: geometry, two pointers
[cuiaoxiang's solution](#)

4991.

60D

[Savior](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: brute force, dsu, math
[cuiaoxiang's solution](#)

4992.

53E

[Dead Ends](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2500 · first AC: 2011-02-06 · GNU C++ (first AC) · Tags: bitmasks, dp
[cuiaoxiang's solution](#)

4993.

2187D

[Cool Problem](#) · [Tutorial](#)

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

4994.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math
[cuiaoxiang's solution](#)

4995.

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2025-08-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, dp
[cuiaoxiang's solution](#)

4996.

2064F

[We Be Summing](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 2600 · first AC: 2025-02-16 · last AC: 2025-02-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, two pointers

[cuiaxiang's solution](#)

4997.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[cuiaxiang's solution](#)

4998.

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices

[cuiaxiang's solution](#)

4999.

1848E

[Vika and Stone Skipping](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2600 · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math, number theory

[cuiaxiang's solution](#)

5000.

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[cuiaxiang's solution](#)

5001.

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[cuiaxiang's solution](#)

5002.

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[cuiaxiang's solution](#)

5003.

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[cuiaxiang's solution](#)

5004.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2023-01-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[cuiaxiang's solution](#)

5005.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2023-01-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cuiaxiang's solution](#)

5006.

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-08-30 · last AC: 2022-08-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[cuiaxiang's solution](#)

5007.

741C

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

Quality: 3,119 global accepts · Rating: 2600 · first AC: 2022-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[cuiaxiang's solution](#)

5008.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · last AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[cuiaxiang's solution](#)

5009.

896C

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

Quality: 4,440 global accepts · Rating: 2600 · first AC: 2019-03-23 · last AC: 2022-05-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[cuiaxiang's solution](#)

5010.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

5011.

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

[cuiaxiang's solution](#)

5012.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[cuiaxiang's solution](#)

5013.

1394C

[Boboniu and String](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[cuiaxiang's solution](#)

5014.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-12-06 · last AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[cuiaxiang's solution](#)

5015.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-01-23 · last AC: 2022-01-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[cuiaxiang's solution](#)

5016.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2022-01-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[cuiaxiang's solution](#)

5017.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2600 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths
[cuiaxiang's solution](#)

5018.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[cuiaxiang's solution](#)

5019.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[cuiaxiang's solution](#)

5020.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle
[cuiaxiang's solution](#)

5021.

285E

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

Quality: 1,295 global accepts · Rating: 2600 · first AC: 2021-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[cuiaxiang's solution](#)

5022.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees
[cuiaxiang's solution](#)

5023.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · last AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[cuiaxiang's solution](#)

5024.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-02-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[cuiaxiang's solution](#)

5025.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, probabilities
[cuiaxiang's solution](#)

5026.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2021-02-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices
[cuiaxiang's solution](#)

5027.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings

[cuiaoxiang's solution](#)

5028.

1437F

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

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[cuiaoxiang's solution](#)

5029.

1430F

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

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2020-10-11 · last AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaoxiang's solution](#)

5030.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2020-10-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[cuiaoxiang's solution](#)

5031.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: meet-in-the-middle

[cuiaoxiang's solution](#)

5032.

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2020-09-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[cuiaoxiang's solution](#)

5033.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[cuiaoxiang's solution](#)

5034.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-08-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, greedy

[cuiaoxiang's solution](#)

5035.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaoxiang's solution](#)

5036.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, fft, math, number theory

[cuiaoxiang's solution](#)

5037.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2600 · first AC: 2020-08-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[cuiaxiang's solution](#)

5038.

382E

[Ksenia and Combinatorics](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2600 · first AC: 2020-08-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5039.

1185G2

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

Quality: 922 global accepts · Rating: 2600 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5040.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-08-02 · last AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: fft

[cuiaxiang's solution](#)

5041.

832E

[Vasya and Shifts](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 2600 · first AC: 2020-08-01 · C++17 (GCC 7-32) (first AC) · Tags: matrices

[cuiaxiang's solution](#)

5042.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[cuiaxiang's solution](#)

5043.

1237F

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

Quality: 1,093 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5044.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

5045.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[cuiaxiang's solution](#)

5046.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[cuiaxiang's solution](#)

5047.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[cuiaoxiang's solution](#)

5048.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[cuiaoxiang's solution](#)

5049.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2020-01-28 · last AC: 2020-02-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

[cuiaoxiang's solution](#)

5050.

754E

[Dasha and cyclic table](#) · [Tutorial](#)

Quality: 566 global accepts · Rating: 2600 · first AC: 2020-02-04 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft, strings, trees

[cuiaoxiang's solution](#)

5051.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2020-01-28 · last AC: 2020-01-29 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[cuiaoxiang's solution](#)

5052.

1265F

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

Rating: 2600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: probabilities

[cuiaoxiang's solution](#)

5053.

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: math, strings

[cuiaoxiang's solution](#)

5054.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 931 global accepts · Rating: 2600 · first AC: 2019-11-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[cuiaoxiang's solution](#)

5055.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: flows, graphs

[cuiaoxiang's solution](#)

5056.

1240D

[Stack Exterminable Arrays](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-10-06 · last AC: 2019-10-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[cuiaoxiang's solution](#)

5057.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2019-03-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu

[cuiaxiang's solution](#)

5058.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2600 · first AC: 2018-03-01 · last AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[cuiaxiang's solution](#)

5059.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,205 global accepts · Rating: 2600 · first AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[cuiaxiang's solution](#)

5060.

321E

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

Quality: 6,274 global accepts · Rating: 2600 · first AC: 2018-02-23 · last AC: 2018-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[cuiaxiang's solution](#)

5061.

725E

[Too Much Money](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2600 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[cuiaxiang's solution](#)

5062.

750E

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

Quality: 1,876 global accepts · Rating: 2600 · first AC: 2017-10-31 · last AC: 2017-10-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, matrices

[cuiaxiang's solution](#)

5063.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2017-05-29 · GNU C++ (first AC) · Tags: flows, graphs

[cuiaxiang's solution](#)

5064.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-05-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[cuiaxiang's solution](#)

5065.

761F

[Dasha and Photos](#) · [Tutorial](#)

Quality: 524 global accepts · Rating: 2600 · first AC: 2017-03-15 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation

[cuiaxiang's solution](#)

5066.

758E

[Broken Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2600 · first AC: 2017-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[cuiaxiang's solution](#)

5067.

622F

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

Quality: 4,944 global accepts · Rating: 2600 · first AC: 2016-11-03 · C++14 (GCC 6-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

5068.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2016-10-11 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees
[cuiaoxiang's solution](#)

5069.

663E

[Binary Table](#) · [Tutorial](#)

Rating: 2600 · first AC: 2016-06-15 · last AC: 2016-09-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp
[cuiaoxiang's solution](#)

5070.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2015-06-16 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[cuiaoxiang's solution](#)

5071.

67C

[Sequence of Balls](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2600 · first AC: 2015-06-13 · GNU C++11 (first AC) · Tags: dp
[cuiaoxiang's solution](#)

5072.

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2013-08-21 · GNU C++0x (first AC) · Tags: data structures
[cuiaoxiang's solution](#)

5073.

217C

[Formurosa](#) · [Tutorial](#)

Quality: 368 global accepts · Rating: 2600 · first AC: 2013-01-01 · last AC: 2013-01-01 · GNU C++ (first AC) · Tags: divide and conquer, dp, expression parsing
[cuiaoxiang's solution](#)

5074.

258D

[Little Elephant and Broken Sorting](#) · [Tutorial](#)

Quality: 1,421 global accepts · Rating: 2600 · first AC: 2012-12-29 · GNU C++ (first AC) · Tags: dp, math, probabilities
[cuiaoxiang's solution](#)

5075.

229E

[Gifts](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2600 · first AC: 2012-10-02 · GNU C++ (first AC) · Tags: combinatorics, dp, math, probabilities
[cuiaoxiang's solution](#)

5076.

173E

[Camping Groups](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2600 · first AC: 2012-06-20 · GNU C++ (first AC) · Tags: data structures, sortings
[cuiaoxiang's solution](#)

5077.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2012-06-20 · GNU C++ (first AC) · Tags: dsu, graphs, shortest paths
[cuiaoxiang's solution](#)

5078.

185D

[Visit of the Great](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 2600 · first AC: 2012-05-21 · GNU C++ (first AC) · Tags: math, number theory
[cuiaoxiang's solution](#)

5079.

140F

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

Quality: 401 global accepts · Rating: 2600 · first AC: 2012-01-06 · GNU C++ (first AC) · Tags: geometry, sortings
[cuiaoxiang's solution](#)

5080.

60E

[Mushroom Gnomes](#) · [Tutorial](#)

Quality: 415 global accepts · Rating: 2600 · first AC: 2011-02-19 · GNU C++ (first AC) · Tags: math, matrices
[cuiaoxiang's solution](#)

5081.

13D

[Triangles](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 2600 · first AC: 2010-05-06 · last AC: 2010-05-06 · GNU C++ (first AC) · Tags: dp, geometry
[cuiaoxiang's solution](#)

5082.

10E

[Greedy Change](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 2600 · first AC: 2010-04-16 · GNU C++ (first AC) · Tags: constructive algorithms
[cuiaoxiang's solution](#)

5083.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,949 global accepts · Rating: 2600 · first AC: 2010-04-20 · last AC: 2010-04-20 · GNU C++ (first AC) · Tags: greedy
[cuiaoxiang's solution](#)

5084.

2C

[Commentator problem](#) · [Tutorial](#)

Quality: 2,025 global accepts · Rating: 2600 · first AC: 2010-04-20 · last AC: 2010-04-20 · GNU C++ (first AC) · Tags: geometry
[cuiaoxiang's solution](#)

5085.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2026-01-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math
[cuiaoxiang's solution](#)

5086.

1849F

[XOR Partition](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2700 · first AC: 2025-08-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, greedy, trees
[cuiaoxiang's solution](#)

5087.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, strings
[cuiaoxiang's solution](#)

5088.

1916H1

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

Quality: 715 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, matrices
[cuiaoxiang's solution](#)

5089.

1916H2

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

Quality: 631 global accepts · Rating: 2700 · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, matrices, string

suffix structures

[cuiaxiang's solution](#)

5090.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 866 global accepts · Rating: 2700 · first AC: 2023-12-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[cuiaxiang's solution](#)

5091.

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-06-13 · C++17 (GCC 9-64) (first AC) · Tags: geometry, sortings, two pointers

[cuiaxiang's solution](#)

5092.

1795G

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

Quality: 817 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, graphs

[cuiaxiang's solution](#)

5093.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings

[cuiaxiang's solution](#)

5094.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-04-19 · last AC: 2022-04-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[cuiaxiang's solution](#)

5095.

956E

[Wardrobe](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-04-15 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

5096.

1627F

[Not Splitting](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: geometry, graphs, greedy, implementation, shortest paths

[cuiaxiang's solution](#)

5097.

504D

[Misha and XOR](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks

[cuiaxiang's solution](#)

5098.

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp

[cuiaxiang's solution](#)

5099.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[cuiaxiang's solution](#)

5100.

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, strings

[cuiaxiang's solution](#)

5101.

267C

[Berland Traffic](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2700 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[cuiaxiang's solution](#)

5102.

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[cuiaxiang's solution](#)

5103.

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2021-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[cuiaxiang's solution](#)

5104.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-12-06 · last AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[cuiaxiang's solution](#)

5105.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-11-15 · last AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[cuiaxiang's solution](#)

5106.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2021-11-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[cuiaxiang's solution](#)

5107.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 896 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees

[cuiaxiang's solution](#)

5108.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2021-09-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[cuiaxiang's solution](#)

5109.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[cuiaxiang's solution](#)

5110.

367E

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

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2019-07-11 · last AC: 2021-05-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp
[cuiaoxiang's solution](#)

5111.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · last AC: 2021-02-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[cuiaoxiang's solution](#)

5112.

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-02-09 · last AC: 2021-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, probabilities, trees
[cuiaoxiang's solution](#)

5113.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-18 · C++17 (GCC 7-32) (first AC) · Tags: flows, math
[cuiaoxiang's solution](#)

5114.

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy
[cuiaoxiang's solution](#)

5115.

475E

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

Quality: 622 global accepts · Rating: 2700 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar
[cuiaoxiang's solution](#)

5116.

356D

[Bags and Coins](#) · [Tutorial](#)

Quality: 1,091 global accepts · Rating: 2700 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[cuiaoxiang's solution](#)

5117.

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games
[cuiaoxiang's solution](#)

5118.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation
[cuiaoxiang's solution](#)

5119.

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: math
[cuiaoxiang's solution](#)

5120.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2700 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[cuiaxiang's solution](#)

5121.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2020-09-05 · last AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[cuiaxiang's solution](#)

5122.

812D

[Sagheer and Kindergarten](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2700 · first AC: 2020-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[cuiaxiang's solution](#)

5123.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2020-08-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms

[cuiaxiang's solution](#)

5124.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2020-08-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[cuiaxiang's solution](#)

5125.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, hashing, string suffix structures

[cuiaxiang's solution](#)

5126.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, strings

[cuiaxiang's solution](#)

5127.

113D

[Museum](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2700 · first AC: 2020-07-28 · last AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

[cuiaxiang's solution](#)

5128.

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

[cuiaxiang's solution](#)

5129.

576D

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

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2020-07-23 · last AC: 2020-07-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

[cuiaxiang's solution](#)

5130.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
[cuiaxiang's solution](#)

5131.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-07-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, probabilities
[cuiaxiang's solution](#)

5132.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[cuiaxiang's solution](#)

5133.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2700 · first AC: 2020-05-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory
[cuiaxiang's solution](#)

5134.

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, trees
[cuiaxiang's solution](#)

5135.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2020-01-25 · last AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[cuiaxiang's solution](#)

5136.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[cuiaxiang's solution](#)

5137.

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graphs
[cuiaxiang's solution](#)

5138.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2019-09-07 · last AC: 2019-09-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[cuiaxiang's solution](#)

5139.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2019-02-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[cuiaxiang's solution](#)

5140.

1025F

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

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[cuiaxiang's solution](#)

5141.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2018-02-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[cuiaxiang's solution](#)

5142.

800D

[Varying Kibibits](#) · [Tutorial](#)

Rating: 2700 · first AC: 2017-10-06 · last AC: 2017-10-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5143.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2700 · first AC: 2017-04-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[cuiaxiang's solution](#)

5144.

778D

[Parquet Re-laying](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2017-02-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[cuiaxiang's solution](#)

5145.

70D

[Professor's task](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2700 · first AC: 2016-10-01 · last AC: 2016-10-01 · GNU C++11 (first AC) · Tags: data structures, geometry

[cuiaxiang's solution](#)

5146.

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2015-06-18 · GNU C++11 (first AC) · Tags: data structures, dp, geometry, math, sortings

[cuiaxiang's solution](#)

5147.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2013-10-04 · GNU C++ (first AC) · Tags: data structures, string suffix structures, strings

[cuiaxiang's solution](#)

5148.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 2700 · first AC: 2010-05-08 · last AC: 2010-05-08 · GNU C++ (first AC) · Tags: data structures, dsu

[cuiaxiang's solution](#)

5149.

2189F

[Zhora the Vacuum Cleaner](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 2800 · first AC: 2026-02-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, sortings, trees

[cuiaxiang's solution](#)

5150.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[cuiaxiang's solution](#)

5151.

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

5152.

1919F2

[Wine Factory \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2800 · first AC: 2024-01-07 · last AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, flows, greedy, matrices

[cuiaxiang's solution](#)

5153.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2023-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[cuiaxiang's solution](#)

5154.

1766F

[MCF](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++17 (GCC 9-64) (first AC) · Tags: flows

[cuiaxiang's solution](#)

5155.

1746F

[Kazae](#) · [Tutorial](#)

Quality: 2,648 global accepts · Rating: 2800 · first AC: 2022-10-24 · last AC: 2022-10-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, probabilities

[cuiaxiang's solution](#)

5156.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2800 · first AC: 2019-12-02 · last AC: 2022-04-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[cuiaxiang's solution](#)

5157.

1654F

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

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[cuiaxiang's solution](#)

5158.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

5159.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2022-03-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[cuiaxiang's solution](#)

5160.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2022-03-13 · last AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math

[cuiaxiang's solution](#)

5161.

601E

[A Museum Robbery](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2800 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[cuiaxiang's solution](#)

5162.

549F

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

Quality: 1,034 global accepts · Rating: 2800 · first AC: 2022-03-12 · last AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[cuiaxiang's solution](#)

5163.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2022-03-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cuiaxiang's solution](#)

5164.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-17 · last AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
[cuiaxiang's solution](#)

5165.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[cuiaxiang's solution](#)

5166.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[cuiaxiang's solution](#)

5167.

794F

[Leha and security system](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2800 · first AC: 2021-04-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures
[cuiaxiang's solution](#)

5168.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math
[cuiaxiang's solution](#)

5169.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-09 · last AC: 2020-09-09 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings, graphs
[cuiaxiang's solution](#)

5170.

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2800 · first AC: 2020-08-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[cuiaxiang's solution](#)

5171.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,629 global accepts · Rating: 2800 · first AC: 2020-07-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[cuiaxiang's solution](#)

5172.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2020-07-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp

[cuiaxiang's solution](#)

5173.

1152F1

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

Quality: 756 global accepts · Rating: 2800 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[cuiaxiang's solution](#)

5174.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2800 · first AC: 2020-03-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, string suffix structures

[cuiaxiang's solution](#)

5175.

613D

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

Quality: 4,037 global accepts · Rating: 2800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[cuiaxiang's solution](#)

5176.

633G

[Yash And Trees](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2800 · first AC: 2019-09-11 · last AC: 2019-09-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dfs and similar, math, number theory

[cuiaxiang's solution](#)

5177.

620F

[Xors on Segments](#) · [Tutorial](#)

Quality: 884 global accepts · Rating: 2800 · first AC: 2019-03-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees

[cuiaxiang's solution](#)

5178.

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2018-05-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[cuiaxiang's solution](#)

5179.

286E

[Ladies' Shop](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2800 · first AC: 2016-10-20 · last AC: 2016-10-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, fft, math

[cuiaxiang's solution](#)

5180.

83E

[Two Subsequences](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: 2800 · first AC: 2011-05-19 · last AC: 2011-05-19 · GNU C++ (first AC) · Tags: bitmasks, dp

[cuiaxiang's solution](#)

5181.

79D

[Password](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2800 · first AC: 2011-05-05 · last AC: 2011-05-05 · GNU C++ (first AC) · Tags: bitmasks, dp, shortest paths

[cuiaxiang's solution](#)

5182.

19D

[Points](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2800 · first AC: 2011-02-28 · GNU C++ (first AC) · Tags: data structures

[cuiaxiang's solution](#)

5183.

1288F

[Red-Blue Graph](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows

[cuiaxiang's solution](#)

5184.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,109 global accepts · Rating: 2900 · first AC: 2023-01-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[cuiaxiang's solution](#)

5185.

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2022-12-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[cuiaxiang's solution](#)

5186.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[cuiaxiang's solution](#)

5187.

933D

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

Quality: 389 global accepts · Rating: 2900 · first AC: 2022-05-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math

[cuiaxiang's solution](#)

5188.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[cuiaxiang's solution](#)

5189.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[cuiaxiang's solution](#)

5190.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2022-04-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[cuiaxiang's solution](#)

5191.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-03-26 · last AC: 2022-03-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[cuiaxiang's solution](#)

5192.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2900 · first AC: 2021-12-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory

[cuiaoxiang's solution](#)

5193.

475F

[Meta-universe](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: 2900 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

5194.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[cuiaoxiang's solution](#)

5195.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-05-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[cuiaoxiang's solution](#)

5196.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2900 · first AC: 2020-04-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, fft

[cuiaoxiang's solution](#)

5197.

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2900 · first AC: 2020-02-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, probabilities

[cuiaoxiang's solution](#)

5198.

1172D

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

5199.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2020-01-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[cuiaoxiang's solution](#)

5200.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, number theory, probabilities

[cuiaoxiang's solution](#)

5201.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2020-01-25 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, probabilities

[cuiaoxiang's solution](#)

5202.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2900 · first AC: 2019-11-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[cuiaxiang's solution](#)

5203.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings

[cuiaxiang's solution](#)

5204.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2019-07-11 · last AC: 2019-07-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5205.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2018-10-09 · last AC: 2018-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[cuiaxiang's solution](#)

5206.

1038F

[Wrap Around](#) · [Tutorial](#)

Quality: 478 global accepts · Rating: 2900 · first AC: 2018-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[cuiaxiang's solution](#)

5207.

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2016-10-10 · GNU C++11 (first AC) · Tags: dp, flows, greedy

[cuiaxiang's solution](#)

5208.

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2016-09-30 · GNU C++11 (first AC) · Tags: flows

[cuiaxiang's solution](#)

5209.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,991 global accepts · Rating: 2900 · first AC: 2016-06-03 · GNU C++11 (first AC) · Tags: strings

[cuiaxiang's solution](#)

5210.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2011-02-24 · GNU C++ (first AC) · Tags: dfs and similar, divide and conquer, dsu

[cuiaxiang's solution](#)

5211.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-12-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[cuiaxiang's solution](#)

5212.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp

[cuiaxiang's solution](#)

5213.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 3000 · first AC: 2022-04-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data

structures, divide and conquer, dp, math

[cuiaxiang's solution](#)

5214.

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[cuiaxiang's solution](#)

5215.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaxiang's solution](#)

5216.

1545D

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

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math

[cuiaxiang's solution](#)

5217.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,411 global accepts · Rating: 3000 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer

[cuiaxiang's solution](#)

5218.

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2020-12-17 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[cuiaxiang's solution](#)

5219.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,829 global accepts · Rating: 3000 · first AC: 2020-08-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers

[cuiaxiang's solution](#)

5220.

1152F2

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

Quality: 924 global accepts · Rating: 3000 · first AC: 2020-07-15 · last AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, matrices

[cuiaxiang's solution](#)

5221.

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2020-07-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings

[cuiaxiang's solution](#)

5222.

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2020-05-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[cuiaxiang's solution](#)

5223.

1097G

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

Quality: 1,055 global accepts · Rating: 3000 · first AC: 2020-05-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees

[cuiaxiang's solution](#)

5224.

1342F

[Make It Ascending](#) · [Tutorial](#)

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-04-28 · last AC: 2020-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp

[cuiaxiang's solution](#)

5225.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2018-03-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices

[cuiaxiang's solution](#)

5226.

1740G

[Dangerous Laser Power](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3100 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, sortings

[cuiaxiang's solution](#)

5227.

1973F

[Maximum GCD Sum Queries](#) · [Tutorial](#)

Quality: 320 global accepts · Rating: 3100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, implementation, number theory

[cuiaxiang's solution](#)

5228.

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2025-08-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, math, probabilities

[cuiaxiang's solution](#)

5229.

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-03-16 · last AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[cuiaxiang's solution](#)

5230.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[cuiaxiang's solution](#)

5231.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2022-04-05 · last AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths

[cuiaxiang's solution](#)

5232.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2022-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[cuiaxiang's solution](#)

5233.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2020-12-18 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[cuiaxiang's solution](#)

5234.

923E

[Perpetual Subtraction](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3100 · first AC: 2020-09-05 · C++17 (GCC 7-32) (first AC) · Tags: fft, math, matrices

[cuiaxiang's solution](#)

5235.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-08-02 · C++17 (GCC 7-32) (first AC) · Tags: math

[cuiaxiang's solution](#)

5236.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2020-07-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[cuiaxiang's solution](#)

5237.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2016-09-22 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[cuiaxiang's solution](#)

5238.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2026-01-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, graphs

[cuiaxiang's solution](#)

5239.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-04-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[cuiaxiang's solution](#)

5240.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 3200 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[cuiaxiang's solution](#)

5241.

786E

[ALT](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 3200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, flows, graphs, trees

[cuiaxiang's solution](#)

5242.

913G

[Power Substring](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3200 · first AC: 2020-08-23 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[cuiaxiang's solution](#)

5243.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-03-10 · last AC: 2020-03-10 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[cuiaxiang's solution](#)

5244.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2019-09-09 · last AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures

[cuiaxiang's solution](#)

5245.

1740H

[MEX Tree Manipulation](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3300 · first AC: 2026-01-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, trees

[cuiaxiang's solution](#)

5246.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[cuiaxiang's solution](#)

5247.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-04-06 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[cuiaxiang's solution](#)

5248.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2022-01-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[cuiaxiang's solution](#)

5249.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees

[cuiaxiang's solution](#)

5250.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 9,009 global accepts · Rating: — · first AC: 2026-04-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[cuiaxiang's solution](#)

5251.

106262H

[Prime Topology](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cuiaxiang's solution](#)

5252.

106262E

[Long Distance Examination](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cuiaxiang's solution](#)

5253.

106262G

[Max Cut Min Flow](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cuiaxiang's solution](#)

5254.

106262L

[Trace of Product of Sparse Square Matrices](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[cuiaxiang's solution](#)

5255.

106262A

[Alphabet Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2025-12-20 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5256.

105811B

[Card Counting](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5257.

105811A

[Fishy Tank](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5258.

105822B

[Kites](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5259.

105822A

[Nice Perfect Squares](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5260.

105805C

[Again Sort Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5261.

105805B

[Kaosar Loves Divisors](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5262.

105805A

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

Rating: — · first AC: 2025-04-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5263.

105791C

[Coconuts](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5264.

105791B

[Beautiful Handsome's Canteen](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5265.

105791A

[Autocomplete](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-22 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5266.

105767E

[GCD and LCM in Perfect Sync](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5267.

105767D

[Array Forge](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5268.

105767C

[Kaosar loves Polynomials](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5269.

105767B

[Subtractonacci](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5270.

105767A

[Submission Bait II](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5271.

105767F

[Mega Polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5272.

105767G

[Max-Min Madness](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5273.

105755A

[A Times B](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5274.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2019-03-21 · last AC: 2025-02-22 · C++14 (GCC 6-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5275.

105710J

[Barnacle Game](#) · [Tutorial](#)

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

5276.

105710I

[Palagapos](#) · [Tutorial](#)

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

5277.

105710H

[Lobotomy](#) · [Tutorial](#)

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

5278.

105710G

[Galapagos](#) · [Tutorial](#)

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

5279.

105710F

[Birdwatching](#) · [Tutorial](#)

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

5280.

105710D

[Sample Collecting](#) · [Tutorial](#)

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

5281.

105710E

[Finch Sanctuaries](#) · [Tutorial](#)

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

5282.

105710C

[Finchy Flying](#) · [Tutorial](#)

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

5283.

105690H

[Sally's Stroll \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5284.

105690G

[Dragon Scales](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5285.

105690F

[Lantern Hopping](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5286.

105690D

[Lion Dancers](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5287.

105690C

[Dragon Dance](#) · [Tutorial](#)

Rating: — · first AC: 2025-01-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5288.

105631E

[Erasing Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5289.

105631A

[Anniversary Celebration](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5290.

105158D

[YyNkO](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5291.

105158C

[N-NCeA_N_%.bSkO.\[](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5292.

105158H

[Tgthral](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5293.

105158L

[Toxel N PCPC-III](#) [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5294.

105158K

[h Nttrial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5295.

105158J

[c'RnTlep](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5296.

105158M

[g tHfialO](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5297.

105158F

[OtyAW{&N2](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5298.

105158B

[bk-Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5299.

105158A

[Once In My Life](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5300.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · last AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5301.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5302.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5303.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5304.

105487M

[Covering a Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5305.

105487H

[Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5306.

105487A

[Box](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5307.

105487C

[CCPC](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5308.

105465E

[Eliminate Tree](#) · [Tutorial](#)

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

5309.

105465B

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

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

5310.

105465M

[Max Minus Min](#) · [Tutorial](#)

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

5311.

105465K

[\\$K\\$ Subsequences](#) · [Tutorial](#)

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

5312.

105465J

[Jackpot](#) · [Tutorial](#)

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

5313.

105390C2

[Yet Another Nim Game \(Counting version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5314.

105390C1

[Yet Another Nim Game \(Constructive version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5315.

105390A

[Simple Update - I](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5316.

105245B

[Circular Cone](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5317.

105245A

[King Supremacy](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5318.

105230I

[Pizzas](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5319.

105230H

[Mountains](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5320.

105230E

[Great Product](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5321.

105129H

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

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5322.

105129L

[15 Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5323.

105129I

[Drink Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5324.

105129G

[Bonus System](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5325.

105129B

[Swaps](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5326.

105129A

[Khepri and the Counting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5327.

105129K

[The Identity Crisis of Abdelaleem: A Prime Substring](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5328.

105129M

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

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5329.

105129D

[Two Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5330.

105123E

[Powerhouse of the Cell?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5331.

105123D2

[Predator or Prey \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5332.

105123D1

[Predator or Prey \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

5333.

105123C

[Flipped DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

5334.

105123B

[Neural Network](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

5335.

105123A

[Mitosis](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

5336.

105125C

[NM Chars](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: —
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5337.

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1952J

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5347.

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5352.

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5450.

104493H

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104493G

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5453.

104493E

[Sad Teacher](#) · [Tutorial](#)

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5454.

104493B

[Converge To 1](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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5455.

104493A

[Gym Plates](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —
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5456.

104468M

[Resli-utiful Indices](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-16 · C++17 (GCC 9-64) (first AC) · Tags: —
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5457.

104468G

[Wael-utiful Array](#) · [Tutorial](#)

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5458.

104471B

[2-set Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5459.

104471A

[Tuples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5460.

104471F

[Happy Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5461.

104471C

[Extended Average](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5462.

104471D

[Array Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5463.

104466L

[Loop Invariant](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5464.

104466G

[German Conference for Public Counting](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5465.

104466E

[Eszett](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
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5466.

104466D

[DnD Dice](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5467.

104468H

[Ammar-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5468.

104468F

[Resli-utiful Pair](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5469.

104468D

[DBSucks-ugly Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5470.

104468J

[Elias-utiful Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5471.

104468K

[Damas-utiful vs Aleppo-utiful](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —
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5472.

104468C

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5473.

104460K

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5474.

104460A

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Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5475.

104460I

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5476.

104460C

[0689](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5477.

104460B

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Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5478.

104460J

[Coolbits](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5479.

104460E

[Turn It Off](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5480.

104460F

[K-hour Clock](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5481.

104460L

[Digit Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-07 · C++17 (GCC 9-64) (first AC) · Tags: —
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5482.

104455D

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

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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5483.

104455C

[Count Triples](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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5484.

104455B

[K Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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5485.

104455A

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5486.

104432E

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Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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5487.

104432D

[Max Co Matches](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · last AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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5488.

104432C

[Odd Subbarray](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5489.

104432B

[Letters Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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5490.

104432A

[Easy Peasy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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5491.

104408D

[Attack Plan](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5492.

104408C

[Binary Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5493.

104408B

[Gaz Map](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5494.

104408A

[Cool Strings](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5495.

104412B

[Bogo Sort Probability](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5496.

104412D

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

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5497.

104412K

[Knockout Spell](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5498.

104412I

[Iron Fist Ketil vs King Canute](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5499.

104412A

[Alaric Magic Partition](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5500.

104386D

[Comic Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5501.

104386B

[Random Array](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5502.

104386A

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

Rating: — · first AC: 2023-05-24 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5503.

104349F

[Make Zero](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5504.

104349G

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

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5505.

104349E

[Shift in TheForces](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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5506.

104349D

[Yet another permutation problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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5507.

104349C

[Super Binary Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5508.

104349B

[Least SigDig](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5509.

104349A

[Human Readable](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5510.

104333B

[Convolution SUM XOR](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5511.

104333F

[Oh no, Again Query?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5512.

104333D

[Median Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5513.

104333E

[A Random Traveller](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5514.

104333I

[Hail Pythagoras](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5515.

104333A

[Convolution XOR SUM](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-02 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5516.

104333G

[Minimum Enclosing Axis-Parallel Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5517.

104333H

[Maximum Product](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5518.

104333J

[Giveaway?](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5519.

104333C

[Play With Palindrome](#) · [Tutorial](#)

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5520.

104336C

[Two players, two numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5521.

104336E

[Solve problems every day](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5522.

104336D

[Beautiful Roses](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5523.

104336B

[GCD of Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5524.

104336A

[Number in the Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5525.

104329B

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

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5526.

104329D

[Y Flip](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5527.

104329C2

[Permutaion Construction\(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5528.

104329C1

[Permutaion Construction\(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5529.

104329A

[A Matchsticks Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5530.

104287P

[In Another World With My Range Query Problems](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5531.

104287F

[Greatest Common Mutiple](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-15 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5532.

104287D

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

Rating: — · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5533.

104287C

[No Sweep](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5534.

104287B

[Mountain Climbing Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5535.

104301F

[OR Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5536.

104301E

[Again Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5537.

104301D

[Good Sets](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5538.

104301C

[Lucky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5539.

104301B

[Two Squares](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5540.

104301A

[Reading Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5541.

104303H

[b r l X T U t o r i a l](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5542.

104303D

[". " Y I B T C E](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5543.

104303J

[~ A t o r i a l](#)

Rating: — · first AC: 2023-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5544.

104289E

[Non-decreasing Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5545.

104289D

[GCD in Median Land](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5546.

104289C

[Equal Digits](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5547.

104289B

[OR-bitax](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5548.

104289A

[String Removal](#) · [Tutorial](#)

Rating: — · first AC: 2023-04-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5549.

1812E

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

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[cuiaoxiang's solution](#)

5550.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,291 global accepts · Rating: — · first AC: 2023-04-01 · last AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[cuiaoxiang's solution](#)

5551.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, constructive algorithms, math,

number theory

[cuiaoxiang's solution](#)

5552.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, strings

[cuiaoxiang's solution](#)

5553.

104246E

[Eren's GCD Questions](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5554.

104246J

[Just a Magic Number](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5555.

104246F

[Find Rewards from RAPL](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5556.

104246I

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

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5557.

104246H

[How Far have You been?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5558.

104246C

[Cave & Tommy](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5559.

104246D

[Distribute the Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5560.

104246A

[AI vs Programmers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5561.

104262I

[Wormholes](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5562.

104262H

[Plantery Observations](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5563.

104262F

[Plutonian Hot Dog Stand](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-26 · C++17 (GCC 9-64) (first AC) · Tags: —

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5564.

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5565.

104262D

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5567.

104218I

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5568.

104218G

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5569.

104218F

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5570.

104218E

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Rating: — · first AC: 2023-03-04 · C++17 (GCC 9-64) (first AC) · Tags: —

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5571.

104218D

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5572.

104218C

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5573.

104168E2

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5574.

104168E1

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5575.

104168D4

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5576.

104168D3

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5577.

104168D2

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Rating: — · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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5578.

104168C4

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Rating: — · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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5579.

104168D1

[Looks Divisible To Me](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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5580.

104168C3

[Nested Sum \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —
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5581.

104168C2

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5582.

104168C1

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5583.

104168B2

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5584.

104168B1

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Rating: — · first AC: 2023-02-23 · C++17 (GCC 9-64) (first AC) · Tags: —

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5585.

104168A

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5586.

104181J

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5587.

104181I

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5588.

104181H

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5589.

104181F

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Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5590.

104181E

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Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5591.

104181D

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Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5592.

104181C

[Brownie Baking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5593.

104158G

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Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5594.

104158F

[Toilet Orders](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5595.

104158E

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Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5596.

104158D

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Rating: — · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5597.

104158C

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5598.

104149D

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Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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5599.

104149A

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5600.

104149J

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5601.

104149B

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5602.

104149F

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5603.

104149I

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5604.

104149K

[Kettle Kitten](#) · [Tutorial](#)

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5605.

104149G

[Going for Gold](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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5606.

104149E

[Enchanted Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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5607.

104149C

[Cellar Chase](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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5608.

104149L

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Rating: — · first AC: 2023-01-24 · C++17 (GCC 9-64) (first AC) · Tags: —
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5609.

103743B

[Prime Ring Plus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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5610.

103743J

[Balanced Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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5611.

103743I

[Cutting Suffix](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-19 · C++17 (GCC 9-64) (first AC) · Tags: —
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5612.

103743A

[PENTA KILL!](#) · [Tutorial](#)

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5613.

undefined194

[Reactor Cooling](#) · [Tutorial](#)

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5614.

103186I

[Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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5615.

103186B

[A.vj.Sarl n8b](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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5616.

103186H

[Tav, Ais~šv](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5617.

103186D

[Zztrans v. Jsf 81 qq](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5618.

103186K

[Alice and Bob-2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5619.

103186E

[Zztrans v. Nivai](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5620.

103186A

[A. V. Priblud](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5621.

103186C

[A. V. Priblud](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5622.

103186J

[Alice and Bob-1](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5623.

103186G

[T. A. Priblud](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5624.

103186F

[T. A. Priblud](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5625.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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5626.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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5627.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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5628.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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5629.

104077J

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5630.

104118L

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5631.

104118K

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5632.

104118C

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5633.

104118A

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5634.

104120G

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5635.

104120F

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5636.

104120B

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5637.

104120L

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5638.

104120J

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5639.

104120D

[Denji1](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-24 · last AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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5640.

104120E

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Rating: — · first AC: 2022-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

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5641.

104120H

[Homework](#) · [Tutorial](#)

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5642.

104120I

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5643.

104120K

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104120C

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5645.

104120A

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5646.

104095B

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5647.

104095F

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5648.

104095K

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5649.

104095C

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5650.

104095I

[Y*U8pp,](#)

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5651.

104095E

[Sítio](#)

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5652.

104095A

[Sítio](#)

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5653.

104069J

[Journey through time](#) · [Tutorial](#)

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5654.

104069I

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5655.

104069H

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5656.

104069A

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5657.

104069G

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5658.

104069F

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5659.

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5660.

104069D

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5661.

104069C

[CCM](#) · [Tutorial](#)

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5662.

104069B

[Best University ID](#) · [Tutorial](#)

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5663.

101987K

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Rating: — · first AC: 2022-11-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5664.

104059G

[Guessing Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 9-64) (first AC) · Tags: —

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5665.

104059B

[Breeding Bugs](#) · [Tutorial](#)

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5666.

104059J

[Jesting Jabberwocky](#) · [Tutorial](#)

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5667.

104059D

[Diabolic Doofenshmirtz](#) · [Tutorial](#)

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5668.

104059H

[Hardcore Hangman](#) · [Tutorial](#)

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104059I

[Improving IT](#) · [Tutorial](#)

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5670.

104059L

[Lots of Land](#) · [Tutorial](#)

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5671.

104059C

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5672.

104059A

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

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5673.

104059K

[K.O. Kids](#) · [Tutorial](#)

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5674.

104059E

[Enjoyable Entree](#) · [Tutorial](#)

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5675.

104049K

[Fullmetal Alchemist II](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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5676.

104049I

[Meteoric Sword](#) · [Tutorial](#)

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5677.

104049H

[Alluring Alloy](#) · [Tutorial](#)

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5678.

104049G

[Foil Folding](#) · [Tutorial](#)

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5679.

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5682.

104049C

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5683.

103999N

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5684.

103999H

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5685.

103999G

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5686.

103999F

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5687.

103999C

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[Nitoiu](#) · [Tutorial](#)

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5689.

104003K

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5690.

104003J

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5691.

104003I

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5692.

104003H

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5693.

104003G

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5694.

104003F

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Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5695.

104003D

[William and Cornmeal](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5696.

104003C

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5697.

103969I

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5698.

103969J

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5699.

103969H

[Janky Jaffa Cakes](#) · [Tutorial](#)

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5700.

103969G

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5701.

103969F

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5702.

103969E

[Brownie Brawl](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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5703.

103969D

[Splitting Jellybeans](#) · [Tutorial](#)

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5704.

103969C

[Wedding Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

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5705.

103960L

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Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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5706.

103960H

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Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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5707.

103960F

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5708.

103960I

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5709.

103960D

[Displacing Particles](#) · [Tutorial](#)

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5710.

103960A

[Finding Maximal Non-Trivial Monotones](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++17 (GCC 9-64) (first AC) · Tags: —

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5711.

103119H

[Fly Me To The Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-06 · last AC: 2022-10-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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5712.

103934K

[Railways](#) · [Tutorial](#)

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5713.

103934I

[Offering to god Ra](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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5714.

103934G

[Mmoohhaammeedd](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-07 · C++17 (GCC 9-64) (first AC) · Tags: —

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5715.

103934F

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5716.

103934C

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5717.

103940K

[Krystalova's Trivial Problem](#) · [Tutorial](#)

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5718.

103940G

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5719.

103940H

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Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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5720.

103940E

[Express Warehouse Migration](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-04 · C++17 (GCC 9-64) (first AC) · Tags: —
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5721.

103940B

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5722.

103938H

[Competing Clubs](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5723.

103938K

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Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5724.

103938J

[Quantum Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5725.

103938I

[Moldy Sandwich](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-01 · C++17 (GCC 9-64) (first AC) · Tags: —
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5726.

103938G

[Larry Longsleeves](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —
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5727.

103938F

[Bat-shoe Toss](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5728.

103938E

[Diverse Debaters](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5729.

103938D

[Hardcore Haircuts](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5730.

103938C

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Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5731.

103931E

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Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5732.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5733.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-30 · C++17 (GCC 9-64) (first AC) · Tags: —

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5734.

103921C

[Earthbending years](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5735.

103921I

[Cabinet Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5736.

103921J

[Rock Balancing](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5737.

103921H

[Rocks & Fossils Kit - 200+ Piece Set](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · last AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5738.

103921G

[Magnetic Backpack](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —

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5739.

103921F

[Bit Paths](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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5740.

103921E

[It's Raining Rocks!](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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5741.

103921D

[Coats of Paint](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-18 · C++17 (GCC 9-64) (first AC) · Tags: —
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5742.

103886D

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

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5743.

103886C

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5744.

103886B

[Cereal Robber](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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5745.

103886A

[Cereal Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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5746.

103896J

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Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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5747.

103896G

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5748.

103896I

[Tyrannosaurus Typing](#) · [Tutorial](#)

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5749.

103896H

[Penguin Problems](#) · [Tutorial](#)

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5750.

103896F

[Rats Rats](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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5751.

103896E

[Feed Worm](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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5752.

103896D

[Owl Defense](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
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5753.

103896C

[Ellie the Elephant](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5754.

103870K

[Rock Paper Scissors \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5755.

103870H

[Zero Trust](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5756.

103870I

[Counting Flags](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5757.

103870G

[XOR Fun](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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5758.

103870E

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Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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5759.

103870D

[Penalty](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —
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5760.

103870C

[Calendar](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5761.

103870B

[Sanity](#) · [Tutorial](#)

Rating: — · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: —

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5762.

102889H

[Simple](#) · [US](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5763.

102889D

[Tutorial](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5764.

102889C

[Nuts](#) · [P](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

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5765.

102889A

[Java](#) · [Sb](#)

Rating: — · first AC: 2022-07-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5766.

103486I

[Nim Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5767.

103486G

[Matrix Repair](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5768.

103486F

[Cooking](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5769.

103486H

[Visit the Park](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5770.

103486K

[Bracket Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5771.

103486L

[Suzuran Loves String](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5772.

103486M

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5773.

103486E

[Great Detective TJC](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5774.

103486C

[Random Number Generator](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5775.

103486B

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

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5776.

103486A

[Random Number Checker](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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5777.

103809B

[Divisibilidad](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5778.

103809A

[Alineaciones](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5779.

103821B

[Bored of Board Games](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5780.

103821J

[Nour's Balls](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5781.

103821K

[Movie Planning](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5782.

103821H

[FAT Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5783.

103821M

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

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5784.

103821L

[ResliPhobia](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5785.

103821A

[Laser Tag](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5786.

103821C

[Perfect Seating](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5787.

103821D

[Fairplay](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5788.

103821E

[Robovac](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5789.

103821F

[A + B \(Harder version\)](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5790.

103677H

[Alexander the Grape](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5791.

103677N

[Freaky Fertilizer Tests](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5792.

103677M

[Grape Juice Country](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5793.

103677L

[French Raisins](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5794.

103677G1

[Family Farm I](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5795.

103677D

[Grape Field](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5796.

103677C

[Raisin Box](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5797.

103677K

[Wine Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5798.

103677F

[Sour Grapes](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5799.

103677I

[Faction Feud](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5800.

103677E

[Festa des Verman](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5801.

103677A

[Raiser Mais](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5802.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[cuiaoxiang's solution](#)

5803.

103648J

[Birding In The Rain](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5804.

103648I

[Adeleke's Bird Flocks](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5805.

103648K

[Food Search](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5806.

103648H

[Fledgling Fight](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5807.

103648G

[Dove Dance](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5808.

103648F

[Firebird](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5809.

103648E

[Bird Watching](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5810.

103648D

[Parrot Riddles](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-10 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5811.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, implementation, math

[cuiaoxiang's solution](#)

5812.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, divide and conquer, implementation, math

[cuiaoxiang's solution](#)

5813.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[cuiaoxiang's solution](#)

5814.

103625E

[Dead Man's Chest](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5815.

103625D

[Gold Coins Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5816.

103625C

[One Piece](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5817.

103577M

[Classroom Reordering](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5818.

103577H

[Hiking trip](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5819.

103577F

[Flow of binary matrix](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5820.

103577D

[Derivative of polynomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5821.

103577B

[Blockchain](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5822.

103577L

[Convert to heap](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5823.

103577C

[Corona](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5824.

103577A

[Artistic Swimming](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5825.

103585F

[Giant Sequoia](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5826.

103585J

[Apple Tree Beauty](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5827.

103585K

[Ceiba Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5828.

103585D

[Collecting Syrup](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5829.

102556B

[Riana and the Blind Date](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5830.

102556I

[Riana and the Illuminous Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5831.

102556G

[Riana and Gallant Guards](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5832.

102556D

[Riana and Distribution of Pie](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5833.

102556A

[A - Rank Riana and One Punch](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5834.

103561I

[Dinner Date](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5835.

103561H

[Carmen's Custom M&Ms](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5836.

103561G

[Radiant Ruby](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5837.

103561F

[Summit Sunset](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5838.

103561E

[Changing Names](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5839.

103561D

[City View](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5840.

103561C

[Cinder](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5841.

1021576

[Kitchen Plates](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5842.

1021574

[North East South West](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5843.

1021572

[Does it Percolate?](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5844.

1021571

[Nuclear Reactor](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5845.

102680H

[Last Robotics](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5846.

102680F

[Calculatus Eliminatus](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5847.

102680E

[Negigent Norbert](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5848.

102680D

[One](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5849.

102680C

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

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5850.

102680B

[Apple Pen](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5851.

102680A

[Passing Bills](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5852.

102756G

[Locked Out](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5853.

102756J

[Majestic Warriors of China](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5854.

102756I

[Space and Time and Music](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5855.

102756H

[Voyager](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5856.

102756F

[Maze Design](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5857.

102756E

[Hieroglyph Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5858.

102756D

[Best Thing Since Sliced Bread](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5859.

102741J

[E-Sports Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5860.

102741I

[Stunt Jump Escape](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5861.

102741H

[E. Gadd's Ghost Zapper](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5862.

102741G

[Letters Among Us](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5863.

102741F

[Special Salads](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5864.

102741E

[Kario Mart](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5865.

102741D

[Combo Counter](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5866.

102741C

[Isabelle's Redecorating](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5867.

102767C

[Singhal and GCD](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5868.

102767G

[Singhal and Multiplication](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5869.

102767F

[Subarray with Maximum Product?](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5870.

102767E

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

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5871.

102767D

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

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5872.

102767B

[2024](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5873.

102767A

[Favourite Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5874.

102873F

[Game on Grid](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5875.

102873E

[Count Substrings](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5876.

102873D

[Sanda's Job](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5877.

102873C

[Similar Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5878.

102873B

[Rabbit Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5879.

102873A

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

Rating: — · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5880.

103373J

[JavaScript](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5881.

103373D

[Drunk Passenger](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5882.

103373C

[A Sorting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5883.

103373B

[Aliquot Sum](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5884.

103373A

[Olympic Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5885.

1033825

[AD@Ct12CÔ5CR 8CÃO](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5886.

1033824

[AÄDÄCäECä4](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5887.

1033823

[A,3D@](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5888.

1033822

[Aö8DzCd:C€](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5889.

1033821

[Aö0D\\$5D,,5D BC\\$8CR ?Cä5Ct4Cä<](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5890.

1033835

[AD>0f6Cä5 C\\$KDt8D\\$0CÔ8CRÀ A=0D ;!](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5891.

1033834

[A`N0=6\\$ L C, 4C\\$5D 8](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5892.

1033833

[AD20r3D CCTGC,,,:C](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5893.

1033832

[A=0D\\$5D OC\\$HCT5D O Dt8D ;Cà](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5894.

1033831

[A=0D0Dô=D´5 C\\$>C”=D°](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5895.

1033855

[A,,=D\\$5D 5D =D´5 Dt8D ;C](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5896.

1033854

[A=0D4GCT=C,,5 D,,0DT<C BC <](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5897.

1033853

[A=000AD\\$@D4:D\\$>D](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5898.

1033852

[A48DhC=8](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5899.

1033851

[A=BOôCD :](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5900.

1033845

[BD8000CÔACä2C O D 5DD>D <C](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5901.

1033844

[AôCD\\$5D,,5D BC\\$8CR ?Câ 4CdCCÔ3C´OCA](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5902.

1033843

[A=0D@CT9 C, ?Cä@D\\$0C´K](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5903.

1033842

[AÔCÔSACRÀ Dò ?Cä?D KC40C²](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5904.

1033841

[AöD8C0:C 1C'NCDFC](#)

Rating: — · first AC: 2022-01-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5905.

103379D

[Lazy Santa](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5906.

103379C

[Sled Tracks](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5907.

103478E

[g Twi&í](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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5908.

103478D

[N Rtop-Ä](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5909.

103478C

[Popcount Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5910.

103478B

[Serval v.1001a Thg ^h](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5911.

103478A

[v@SaN N Codeforces](#)

Rating: — · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5912.

undefined314

[Shortest Paths](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-29 · last AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5913.

103488I

[If I Catch You](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5914.

103488K

[Klee and Bomb](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5915.

103488F

[Future Vision](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5916.

103488C

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

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5917.

103488L

[Lexicographic Order](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5918.

103488J

[Jiubei and Codeforces](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5919.

103488H

[Hile and Subsequences' MEX](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5920.

103488G

[Generate 7 Colors](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5921.

103488E

[Equality](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5922.

103488D

[Diseased String](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5923.

103488B

[Boboge and Tall Building](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5924.

103488A

[All in!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5925.

103480D

[•RUDY•](#) · [•DUNK•n](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5926.

103480G

[u5P0m!\[\]u](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5927.

103480J

[kÁpmQaQõN°](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5928.

103480F

[g QIMoŽ#fò](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5929.

103480I

[Yp00j\[\]U1kLUJ](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5930.

103480M

[P ŸTufriq,,eY<ò](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5931.

103480L

[Ayanoto S0tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5932.

103480K

[k"lgeR0gm^ Y'](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5933.

103480A

[%5átogal• N !a](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5934.

103480B

[7 v,,Tutorial](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5935.

103480E

[<itogikP<](#)

Rating: — · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5936.

103451E

[One more splitting problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5937.

103451I

[Krosh and bit operations](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5938.

103451B

[Sum of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5939.

103451H

[Krosh and permutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5940.

103451J

[Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5941.

103451D

[Krosh and powers of two](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5942.

103451A

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5943.

102576C

[Bookface](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5944.

103456K

[Marbles Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5945.

103456I

[Exiting the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5946.

103456H

[Maze Escape Pt. II](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5947.

103456G

[Marbles Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5948.

103456F

[Maze Escape Pt. I](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5949.

103456D

[Tug of War](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5950.

103456C

[Red Light Green Light](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5951.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5952.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5953.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5954.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5955.

390E

[Inna and Large Sweet Matrix](#) · [Tutorial](#)

Quality: 279 global accepts · Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5956.

390D

[Inna and Sweet Matrix](#) · [Tutorial](#)

Quality: 539 global accepts · Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[cuiaoxiang's solution](#)

5957.

390C

[Inna and Candy Boxes](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[cuiaoxiang's solution](#)

5958.

390B

[Inna, Dima and Song](#) · [Tutorial](#)

Quality: 1,257 global accepts · Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

5959.

390A

[Inna and Alarm Clock](#) · [Tutorial](#)

Quality: 3,752 global accepts · Rating: — · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[cuiaoxiang's solution](#)

5960.

102946D

[Discombobulator 3000](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5961.

102946H

[Halting Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5962.

102946F

[Fishy Study](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5963.

102946E

[Evenly Distributed](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5964.

102946A

[A Water Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5965.

103348J

[Rosencrantz and Guildenstern](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5966.

103348H

[Ophelia's Madness](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5967.

103348G

[Ophelia's Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5968.

103348F

[Playwrite](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5969.

103348E

[Globe Line](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5970.

103348D

[Witches Cauldron I](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5971.

103348C

[Juliet's Garden](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5972.

1028927

[Trailing Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5973.

1028924

[Park Fountains](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5974.

1028925

[Channel Surfing](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5975.

1028923

[Infectious Letters](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5976.

1028922

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

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5977.

1028921

[Unique Elements](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5978.

103317H

[Temple Door](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5979.

103317G

[Circus Mayhem](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5980.

103317F

[Airship Merger](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5981.

103317E

[Air Moped](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5982.

103317D

[Feeding the Earth Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5983.

103317C

[Cactus Juice](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5984.

103317B

[Pro Bending](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5985.

103317A

[Oseye Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5986.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5987.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5988.

103295L

[Space Tourism](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5989.

103295H

[Land Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5990.

103295F

[Civil War](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5991.

103295D

[Cornfield Chase](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

5992.

103295C

[Bugged Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5993.

103295G

[Spar-Lord's Voyage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5994.

103295E

[Ratman's Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5995.

102802G

[Cupcake Distribution](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5996.

102802F

[Hot Cake](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5997.

102802D

[Milky Way](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5998.

102802C

[Mountain Mileage](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

5999.

102802B

[Frosting Patterns](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6000.

102802A

[Baking Pan](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6001.

101234G

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

Rating: — · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6002.

103241K

[Necklaces](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6003.

1032410

[Kanna's Field of Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6004.

103241M

[Shion's Feast](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6005.

103241L

[Cooked Fish \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6006.

103241N

[Teleport](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6007.

103241P

[Abc's \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6008.

103241J

[Making Stonks](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6009.

103241I

[Chessbot's Lawn](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6010.

103241H

[Position of Set](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6011.

103241G

[Matching Mispronunciations](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6012.

103241F

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6013.

103241E

[Calculating Costs](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6014.

103241D

[Abc's \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6015.

103241C

[Lattice Flowers](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6016.

103241B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6017.

103241A

[P=NP](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6018.

103256H

[Truth Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6019.

103256G

[Special Bracelets](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6020.

103256F

[Moss Growing](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6021.

103256E2

[Coins Game \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6022.

103256E1

[Coins Game \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: —
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6023.

103256D

[Sightseeing with Friends](#) · [Tutorial](#)

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6024.

103256C

[Ultimate Huron Sorting](#) · [Tutorial](#)

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6025.

103256B

[Huron Jam](#) · [Tutorial](#)

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6026.

103256A

[Coffee Bar](#) · [Tutorial](#)

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6027.

103202K

[Scholomance Academy](#) · [Tutorial](#)

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6028.

103202F

[Kobolds and Catacombs](#) · [Tutorial](#)

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6029.

103202G

[The Witchwood](#) · [Tutorial](#)

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6030.

102625H

[Ye Wali Meri Hai!!](#) · [Tutorial](#)

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6031.

102625F

[Basant and the Master Plan](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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6032.

102625A

[Farewell or Best Wishes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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6033.

102625D

[Best Wishes !!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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6034.

102625E

[Dictator's plan for Valentine's day!](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —
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6035.

102625I

[Treat To Banta Hai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6036.

102625J

[RD Bhaiya and his new token system](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6037.

102625C

[Matiyao Be Mid Sem hee toh hai](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6038.

102625B

[Amber Kand](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6039.

102388A

[Strange Base](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6040.

102388E

[Stables](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6041.

102388F

[Shopping](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6042.

102388G

[Snails](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6043.

102388D

[Secret Messages](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6044.

102388C

[Snooker](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6045.

102388B

[Stars](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6046.

101353G

[XOR 'em all](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6047.

101353F

[Halum and Candies](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6048.

101353H

[Simple Path](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6049.

101353B

[Max and Alexis Plan to Conquer the World](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6050.

101353D

[ShaatChara](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6051.

101353E

[Just One Swap](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6052.

101353C

[Being Common is Too Mainstream](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6053.

101353A

[Charm Is Not Always Enough](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-25 · C++17 (GCC 7-32) (first AC) · Tags: —

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6054.

101401F

[Balloons \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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6055.

101401H

[Data Structures Exam \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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6056.

101401A

[Smiley Faces \(A\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-24 · C++17 (GCC 7-32) (first AC) · Tags: —

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6057.

103048J

[Just the Chosen One](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6058.

103048G

[Group QQ Speed](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6059.

103048E

[Edge Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6060.

103048K

[K-Primes](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6061.

103048I

[I Love You](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6062.

103048D

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6063.

103048C

[Countdown](#) · [Tutorial](#)

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6064.

103110D

[Apple Orchard](#) · [Tutorial](#)

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6065.

103110H

[Street Layout](#) · [Tutorial](#)

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6066.

103110G

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6067.

103110F

[Island Isolation](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6068.

103110E

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

Rating: — · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6069.

103110B

[Digit Sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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6070.

103110C

[Reverse Race](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6071.

103110A

[Mountain Climbing](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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6072.

102726I

[Diane's Dating Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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6073.

102726H

[Wifi Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
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6074.

102726G

[Character Quilt](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6075.

102726F

[Zoom Exercises](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6076.

102726E

[Headquarters](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6077.

102726D

[Zoom Clumps](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6078.

103150D

[Moving Points](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6079.

103150G

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

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —

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6080.

103150I

[X-OR XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6081.

103150H

[William Tell](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6082.

103150F

[Palindromicity](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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6083.

103150E

[o](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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6084.

103150C

[EZPC Sort](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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6085.

103150B

[Arrowing Process](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: —
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6086.

103150A

[Addition Range Queries](#) · [Tutorial](#)

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6087.

102051I

[Nate and Integer Coefficient](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6088.

102051H

[Nate and High School Nakama](#) · [Tutorial](#)

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[cuiaoxiang's solution](#)

6089.

102051G

[Nate and Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6090.

102051F

[Nate and Fan Meet-and-Greet](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6091.

102051D

[Nate and Dimension-Hopping Money](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6092.

102051C

[Nate and Contest Invitation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6093.

102051B

[Nate and Bones](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6094.

102051A

[Nate and Actual 3D Girls](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: —

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6095.

102829K

[Doggos in Data](#) · [Tutorial](#)

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6096.

102829D

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6097.

102829J

[Island Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6098.

102829I

[Luke's Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6099.

102829H

[Zorro's Revenge](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6100.

102829E

[Buying Tacos](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6101.

102829C

[Kevin's Meme Reacts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaxiang's solution](#)

6102.

100699N8

[deck](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6103.

100699N7

[rectangles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6104.

100699N5

[islands](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6105.

100699N4

[tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6106.

100699N3

[calc](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6107.

100699N1

[string](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6108.

100699N2

[triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6109.

102621E

[Turtle Tribulation](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6110.

102621I

[Playlist Shuffle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6111.

102621K

[Seal Sharing](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaxiang's solution](#)

6112.

102621H

[Platypus Puddles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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6113.

102621B

[Leaping Lizards](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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6114.

102621G

[Hen Hackers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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6115.

102621F

[Gorilla Grouping](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

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6116.

102621D

[Raccoon Mischief](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6117.

102621C

[Raging Rhinos](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6118.

102621A

[Zoo Tour](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6119.

103098J

[Joyful Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6120.

103148B

[Luna Likes Love](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6121.

103148A

[Zeros](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6122.

102985J

[Chang's Capricious Cupcakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6123.

102985F

[Norman's N&N's](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6124.

102985K

[Verbose sandViches](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6125.

102985G

[Expected Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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6126.

102985H

[Coprime Ribs](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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6127.

102985E

[Food Donations](#) · [Tutorial](#)

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6128.

102985D

[Peter Piper Picked the Perfect Piece of Pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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6129.

102985C

[Spice Ratios](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: —
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6130.

103091N

[Parity](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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6131.

103091K

[Marbles](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6132.

103091J

[Valid Triangle](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6133.

103091H

[War](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —
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6134.

103091E

[Longest Sequences](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6135.

103091C

[Meta Frequency](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6136.

103091A

[Happy XOR, Sad XOR](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: —

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6137.

103119L

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

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6138.

103119C

[Club Assignment](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6139.

103119A

[Accelerator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6140.

100049B

[Bound Found](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

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6141.

100049A

[Chemistry](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6142.

101010D

[T-shirts](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6143.

101010C

[Name Generator](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6144.

101010B

[Gregory and Bank](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6145.

101010A

[Peter and Textbook](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6146.

102947G

[Food Rations](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6147.

102947K

[Call of the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6148.

102947J

[Camping in the Wild](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6149.

102947I

[Food Allocation II](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

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6150.

102947H

[Jungle Escape](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6151.

102947F

[Hopping Between Lily Pads](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6152.

102947E

[Food Allocation I](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6153.

102947D

[Firewood](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6154.

102947C

[White Fang](#) · [Tutorial](#)

Rating: — · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6155.

102062I

[Freddie's Time Dimension\(s\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6156.

102062H

[String Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6157.

102062G

[Ainum's Delusion](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6158.

102062F

[Special Birthday Card](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6159.

102062E

[Jumpy Robot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6160.

102062D

[Palindrome and Chocolate](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6161.

102062C

[The Blood Moon](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6162.

102062B

[Vibranium Gift](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6163.

102062A

[Bob and BoB](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6164.

102940J

[EvilCorp](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6165.

102940I

[Artbot](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6166.

102940H

[Factory Tasks](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6167.

102940G

[Ski-Bot 3000](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6168.

102940F

[Factory Batching](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6169.

102940E

[Decryption Scheme](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6170.

102940D

[Robot Toss](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6171.

102940C

[Robot Snowman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6172.

102646E

[Maximizing SCCs](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6173.

102646B

[Combining Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6174.

102646D

[Team Selection](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6175.

102646C

[Song Optimization](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6176.

102646A1

[Product of Triples \(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6177.

102646A2

[Product of Triples \(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-24 · C++17 (GCC 7-32) (first AC) · Tags: —
[cuiaoxiang's solution](#)

6178.

102784E

[Spooky Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6179.

102784K

[Territorial Tarantulas](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6180.

102784I

[Candy Supply](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6181.

102784H

[Slime-inator](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6182.

102784G

[Hyper Chocolate Cubes](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6183.

102784F

[Xorro the Xorman](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6184.

102784C

[Optimal Trick or Treating](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6185.

102784D

[Ghost-or-Treat](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6186.

102964F

[Krosh and arrays](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · last AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6187.

103037I

[Creati](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6188.

103037H

[Symphony](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6189.

103037G

[Scale Goodness](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6190.

103037F

[Ice-T](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6191.

103037E

[Algo's Rhythm](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6192.

103037D

[Melodic Harmonies II](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6193.

103037C

[Melodic Harmonies I](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6194.

102766G

[Singhal and Broken Keyboard \(hard version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6195.

102766E

[Singhal and Missing Number](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6196.

102766F

[Singhal and Broken Keyboard \(easy version\)](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6197.

102766D

[Regular Bracket Sequence Again?](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6198.

102766C

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

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6199.

102766B

[Singhal and Equality](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6200.

102766A

[Singhal and Swap](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6201.

102964H

[Krosh and count arrays problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6202.

102964I

[Krosh and one more problem with xors](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6203.

102964C

[Find the order](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6204.

102964B

[Krosh and xor of sums](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6205.

102964E

[Krosh and expected value problem](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6206.

102964J

[Krosh and order-2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6207.

102964G

[Krosh and count arrays problem 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6208.

102964D

[Krosh and series sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6209.

102964A

[Krosh and new sum](#) · [Tutorial](#)

Rating: — · first AC: 2021-05-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6210.

103029A

[John and nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaxiang's solution](#)

6211.

103029B

[John, Katya](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6212.

103029C

[John, Katya, no nuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6213.

103029D

[John and pizza](#) · [Tutorial](#)

Rating: — · first AC: 2021-04-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6214.

102994J

[Gaokao](#) · [Tutorial](#)

Rating: — · first AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6215.

101620I

[Intrinsic Interval](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6216.

102942F

[Offer](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6217.

102942E

[Password](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6218.

102942D

[XOR Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · last AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6219.

102942C

[Team](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6220.

102942B

[Make All Odd](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6221.

102942A

[Directional Move](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6222.

102893D

[Multiple Subject Lessons](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6223.

102916D

[Two Pirates - 2](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6224.

102916B

[Fakes and Shidget](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6225.

102916G

[Lexicographically Minimal Subsequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-24 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6226.

102920B

[Commemorative Dice](#) · [Tutorial](#)

Rating: — · first AC: 2021-01-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6227.

101981B

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2020-05-20 · last AC: 2020-05-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6228.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation

[cuiaoxiang's solution](#)

6229.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · C++17 (GCC 7-32) (first AC) · Tags: *special

[cuiaoxiang's solution](#)

6230.

102416D

[Calculated risk](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6231.

102416C

[Quick coffee](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6232.

102416A

[Palindrome](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6233.

102416E

[Space guardians](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6234.

396C

[On Changing Tree](#) · [Tutorial](#)

Quality: 1,806 global accepts · Rating: — · first AC: 2020-02-09 · last AC: 2020-02-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, trees

[cuiaoxiang's solution](#)

6235.

1302A

[Nash equilibrium](#) · [Tutorial](#)

Quality: 299 global accepts · Rating: — · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6236.

100513L

[Useful Roads](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-31 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6237.

102428B

[Build the Perfect House](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6238.

102428J

[Jumping Grasshoper](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6239.

102428A

[Algorithm Teaching](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6240.

102428D

[Dazzling stars](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6241.

102428F

[Fabricating Sculptures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6242.

102428C

[Cut Inequality Down](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6243.

102428L

[Leverage MDT](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6244.

102428G

[Gluing Pictures](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6245.

102428K

[Know your Aliens](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6246.

102428I

[Improve SPAM](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6247.

102428E

[Eggfruit Cake](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6248.

102428M

[Mountain Ranges](#) · [Tutorial](#)

Rating: — · first AC: 2019-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6249.

101611I

[Infinite Gift](#) · [Tutorial](#)

Rating: — · first AC: 2019-10-08 · C++17 (GCC 7-32) (first AC) · Tags: —

[cuiaoxiang's solution](#)

6250.

1164U

[The Greatest Possible Value \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cuiaoxiang's solution](#)

6251.

1164S

[Find Distance \(3 points\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cuiaoxiang's solution](#)

6252.

1164B

[Triangle Area \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cuiaoxiang's solution](#)

6253.

1164C

[7-digit Number \(1 point\)](#) · [Tutorial](#)

Rating: — · first AC: 2019-05-05 · JSON (first AC) · Tags: math

[cuiaoxiang's solution](#)

6254.

1164D

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6255.

1164E

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1164F

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1164G

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6258.

1164H

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6259.

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6260.

1164J

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6261.

1164M

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6262.

1164N

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6263.

1164O

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6264.

1164P

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6265.

1164R

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6266.

1164A

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6267.

101343I

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6269.

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6271.

100548G

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6272.

100994C

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6273.

100994B

[Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2016-05-11 · GNU C++11 (first AC) · Tags: —

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6274.

100994A

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6275.

391D1

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