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# Unique solved — dingdingsb

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

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

Filters: none

Count: 861

1.

1881A

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Quality: 59,316 global accepts · Rating: 800 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings  
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2.

1774A

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Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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3.

1654B

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Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings  
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4.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings  
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5.

1608A

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Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
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6.

1614A

[Divan and a Store](#) · [Tutorial](#)

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7.

1584A

[Mathematical Addition](#) · [Tutorial](#)

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8.

1582A

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9.

1473A

[Replacing Elements](#) · [Tutorial](#)

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**10.**

1583A

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**11.**

1478A

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Quality: 28,012 global accepts · Rating: 800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
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**12.**

1480A

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Quality: 27,147 global accepts · Rating: 800 · first AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy, strings  
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**13.**

1484A

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Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
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**14.**

1487A

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Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings  
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**15.**

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory  
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**16.**

1491A

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**17.**

1579A

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**18.**

1492A

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Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: math  
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**19.**

1594A

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**20.**

1598A

[Computer Game](#) · [Tutorial](#)

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**21.**

1581A

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**22.**

1592A

[Gamer Hemose](#) · [Tutorial](#)

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**23.**

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
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**24.**

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,091 global accepts · Rating: 800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, sortings  
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**25.**

1499A

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**26.**

1501A

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**27.**

1566A

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**28.**

1506A

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**29.**

1509A

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**30.**

1511A

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**31.**

1574A

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**32.**

1512A

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**33.**

1514A

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**34.**

1517A

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**35.**

1519A

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**36.**

1519B

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**37.**

1569A

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**38.**

1520A

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**39.**

1520B

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**40.**

1562A

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**41.**

1561A

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**42.**

1526A

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1525A

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**44.**

1560C

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**45.**

1560B

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**46.**

1560A

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**47.**

1530A

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**48.**

1535A

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**49.**

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

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**50.**

1537A

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**51.**

1557A

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**52.**

1541A

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**53.**

1547A

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**54.**

1547B

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**55.**

1549B

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**56.**

1549A

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**57.**

1554A

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**58.**

4A

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**59.**

1551B1

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**60.**

1551A

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**61.**

1553A

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**62.**

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**63.**

1542A

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- 64.**  
1515A  
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- 65.**  
1472B  
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- 66.**  
1472A  
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- 67.**  
1474A  
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- 68.**  
1461A  
[String Generation](#) · [Tutorial](#)  
Quality: 19,000 global accepts · Rating: 800 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy  
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- 69.**  
1451A  
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Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: greedy, math  
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- 70.**  
1436A  
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- 71.**  
1428A  
[Box is Pull](#) · [Tutorial](#)  
Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: math  
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- 72.**  
1408A  
[Circle Coloring](#) · [Tutorial](#)  
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- 73.**  
1409A  
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- 74.**  
1397A  
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**75.**

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: constructive algorithms, strings  
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**76.**

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math  
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**77.**

1399B

[Gifts Fixing](#) · [Tutorial](#)

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**78.**

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,592 global accepts · Rating: 800 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: greedy, sortings  
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**79.**

1584C

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Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
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**80.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: graph matchings, greedy, math, sortings  
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**81.**

1582B

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**82.**

1475A

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**83.**

1475B

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**84.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation  
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**85.**

1496A

[Split it!](#) · [Tutorial](#)

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**86.**

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy  
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**87.**

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,584 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math  
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**88.**

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,303 global accepts · Rating: 900 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math  
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**89.**

1555A

[PizzaForces](#) · [Tutorial](#)

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**90.**

1543B

[Customising the Track](#) · [Tutorial](#)

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**91.**

1543A

[Exciting Bets](#) · [Tutorial](#)

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**92.**

1471A

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

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**93.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

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**94.**

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
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**95.**

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, strings  
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**96.**

1436B

[Prime Square](#) · [Tutorial](#)

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**97.**

1419A

[Digit Game](#) · [Tutorial](#)

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**98.**

1406A

[Subset Mex](#) · [Tutorial](#)

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**99.**

1401A

[Distance and Axis](#) · [Tutorial](#)

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, math

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**100.**

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[dingdingsb's solution](#)

**101.**

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[dingdingsb's solution](#)

**102.**

1474B

[Different Divisors](#) · [Tutorial](#)

Quality: 40,330 global accepts · Rating: 1000 · first AC: 2021-01-20 · last AC: 2021-11-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[dingdingsb's solution](#)

**103.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-21 · last AC: 2021-10-26 · GNU C++11 (first AC) · Tags: brute force, math, number theory, strings

[dingdingsb's solution](#)

**104.**

1469A

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

Quality: 30,033 global accepts · Rating: 1000 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dingdingsb's solution](#)

**105.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,885 global accepts · Rating: 1000 · first AC: 2021-10-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[dingdingsb's solution](#)

**106.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-10-17 · last AC: 2021-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math

[dingdingsb's solution](#)

**107.**

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[dingdingsb's solution](#)

**108.**

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,044 global accepts · Rating: 1000 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[dingdingsb's solution](#)

**109.**

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory  
[dingdingsb's solution](#)

**110.**

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, greedy, math  
[dingdingsb's solution](#)

**111.**

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,540 global accepts · Rating: 1000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms  
[dingdingsb's solution](#)

**112.**

1515B

[Phoenix and Puzzle](#) · [Tutorial](#)

Quality: 27,065 global accepts · Rating: 1000 · first AC: 2021-05-02 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory  
[dingdingsb's solution](#)

**113.**

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,144 global accepts · Rating: 1000 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory  
[dingdingsb's solution](#)

**114.**

1245A

[Good ol' Numbers Coloring](#) · [Tutorial](#)

Quality: 14,894 global accepts · Rating: 1000 · first AC: 2021-01-24 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: math, number theory  
[dingdingsb's solution](#)

**115.**

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,387 global accepts · Rating: 1000 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings  
[dingdingsb's solution](#)

**116.**

17A

[Noldbach problem](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1000 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[dingdingsb's solution](#)

**117.**

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math  
[dingdingsb's solution](#)

**118.**

1557B

[Moamen and k-subarrays](#) · [Tutorial](#)

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
[dingdingsb's solution](#)

**119.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,932 global accepts · Rating: 1100 · first AC: 2021-04-13 · last AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[dingdingsb's solution](#)

**120.**

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp, graphs  
[dingdingsb's solution](#)

**121.**

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings  
[dingdingsb's solution](#)

**122.**

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,924 global accepts · Rating: 1100 · first AC: 2020-09-04 · last AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, math  
[dingdingsb's solution](#)

**123.**

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[dingdingsb's solution](#)

**124.**

12B

[Correct Solution?](#) · [Tutorial](#)

Quality: 9,670 global accepts · Rating: 1100 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: implementation, sortings  
[dingdingsb's solution](#)

**125.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings  
[dingdingsb's solution](#)

**126.**

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[dingdingsb's solution](#)

**127.**

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers  
[dingdingsb's solution](#)

### 128.

1583B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees  
[dingdingsb's solution](#)

### 129.

1586B

[Omkar and Heavenly Tree](#) · [Tutorial](#)

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees  
[dingdingsb's solution](#)

### 130.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,654 global accepts · Rating: 1200 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers  
[dingdingsb's solution](#)

### 131.

1581B

[Diameter of Graph](#) · [Tutorial](#)

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math  
[dingdingsb's solution](#)

### 132.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings  
[dingdingsb's solution](#)

### 133.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,401 global accepts · Rating: 1200 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[dingdingsb's solution](#)

### 134.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,482 global accepts · Rating: 1200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, math  
[dingdingsb's solution](#)

### 135.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,811 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[dingdingsb's solution](#)

### 136.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy  
[dingdingsb's solution](#)

### 137.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[dingdingsb's solution](#)

**138.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[dingdingsb's solution](#)

**139.**

1485B

[Replace and Keep Sorted](#) · [Tutorial](#)

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math  
[dingdingsb's solution](#)

**140.**

1245B

[Restricted RPS](#) · [Tutorial](#)

Quality: 14,531 global accepts · Rating: 1200 · first AC: 2021-01-24 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy  
[dingdingsb's solution](#)

**141.**

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: dp, games, greedy, sortings  
[dingdingsb's solution](#)

**142.**

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation  
[dingdingsb's solution](#)

**143.**

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-19 · last AC: 2020-09-19 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math  
[dingdingsb's solution](#)

**144.**

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings  
[dingdingsb's solution](#)

**145.**

1409C

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

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[dingdingsb's solution](#)

**146.**

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,653 global accepts · Rating: 1200 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers  
[dingdingsb's solution](#)

**147.**

38B

[Chess](#) · [Tutorial](#)

Quality: 4,031 global accepts · Rating: 1200 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: brute force, implementation, math  
[dingdingsb's solution](#)

**148.**

31A

[Worms Evolution](#) · [Tutorial](#)

Quality: 12,652 global accepts · Rating: 1200 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: implementation  
[dingdingsb's solution](#)

**149.**

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: brute force, greedy  
[dingdingsb's solution](#)

**150.**

18C

[Stripe](#) · [Tutorial](#)

Quality: 15,419 global accepts · Rating: 1200 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: data structures, implementation  
[dingdingsb's solution](#)

**151.**

15A

[Cottage Village](#) · [Tutorial](#)

Quality: 4,496 global accepts · Rating: 1200 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: implementation, sortings  
[dingdingsb's solution](#)

**152.**

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy  
[dingdingsb's solution](#)

**153.**

1601A

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

Quality: 21,094 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math, number theory  
[dingdingsb's solution](#)

**154.**

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search  
[dingdingsb's solution](#)

**155.**

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,415 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings  
[dingdingsb's solution](#)

**156.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math  
[dingdingsb's solution](#)

**157.**

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings  
[dingdingsb's solution](#)

**158.**

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,084 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force,

constructive algorithms, dp, implementation

[dingdingsb's solution](#)

**159.**

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force

[dingdingsb's solution](#)

**160.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[dingdingsb's solution](#)

**161.**

1470A

[Strange Birthday Party](#) · [Tutorial](#)

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[dingdingsb's solution](#)

**162.**

1471C

[Strange Birthday Party](#) · [Tutorial](#)

Rating: 1300 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings

[dingdingsb's solution](#)

**163.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[dingdingsb's solution](#)

**164.**

44C

[Holidays](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation

[dingdingsb's solution](#)

**165.**

41C

[Email address](#) · [Tutorial](#)

Quality: 4,195 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: expression parsing, implementation

[dingdingsb's solution](#)

**166.**

34C

[Page Numbers](#) · [Tutorial](#)

Quality: 4,765 global accepts · Rating: 1300 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: expression parsing, implementation, sortings, strings

[dingdingsb's solution](#)

**167.**

1887A1

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

Rating: 1400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[dingdingsb's solution](#)

**168.**

1654C

[Alice and the Cake](#) · [Tutorial](#)

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[dingdingsb's solution](#)

**169.**

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,734 global accepts · Rating: 1400 · first AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[dingdingsb's solution](#)

**170.**

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,031 global accepts · Rating: 1400 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[dingdingsb's solution](#)

**171.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[dingdingsb's solution](#)

**172.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy

[dingdingsb's solution](#)

**173.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, math

[dingdingsb's solution](#)

**174.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[dingdingsb's solution](#)

**175.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-05-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[dingdingsb's solution](#)

**176.**

1515C

[Phoenix and Towers](#) · [Tutorial](#)

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[dingdingsb's solution](#)

**177.**

1245C

[Constanze's Machine](#) · [Tutorial](#)

Quality: 19,874 global accepts · Rating: 1400 · first AC: 2021-01-24 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dp

[dingdingsb's solution](#)

**178.**

1461B

[Find the Spruce](#) · [Tutorial](#)

Quality: 13,283 global accepts · Rating: 1400 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[dingdingsb's solution](#)

**179.**

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: dp, greedy, hashing, implementation, strings  
[dingdingsb's solution](#)

**180.**

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[dingdingsb's solution](#)

**181.**

120F

[Spiders](#) · [Tutorial](#)

Quality: 4,129 global accepts · Rating: 1400 · first AC: 2020-08-25 · GNU C++11 (first AC) · Tags: dp, greedy, trees  
[dingdingsb's solution](#)

**182.**

42A

[Guilty --- to the kitchen!](#) · [Tutorial](#)

Quality: 3,173 global accepts · Rating: 1400 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy, implementation  
[dingdingsb's solution](#)

**183.**

26B

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

Quality: 25,853 global accepts · Rating: 1400 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: greedy  
[dingdingsb's solution](#)

**184.**

24A

[Ring road](#) · [Tutorial](#)

Quality: 6,860 global accepts · Rating: 1400 · first AC: 2019-11-08 · GNU C++11 (first AC) · Tags: graphs  
[dingdingsb's solution](#)

**185.**

19A

[World Football Cup](#) · [Tutorial](#)

Quality: 3,141 global accepts · Rating: 1400 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: implementation  
[dingdingsb's solution](#)

**186.**

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[dingdingsb's solution](#)

**187.**

1614C

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

Quality: 11,314 global accepts · Rating: 1500 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math  
[dingdingsb's solution](#)

**188.**

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-21 · last AC: 2021-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, math  
[dingdingsb's solution](#)

**189.**

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[dingdingsb's solution](#)

**190.**

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[dingdingsb's solution](#)

**191.**

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[dingdingsb's solution](#)

**192.**

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math, number theory

[dingdingsb's solution](#)

**193.**

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[dingdingsb's solution](#)

**194.**

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,374 global accepts · Rating: 1500 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers

[dingdingsb's solution](#)

**195.**

1551C

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

Quality: 14,542 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings

[dingdingsb's solution](#)

**196.**

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[dingdingsb's solution](#)

**197.**

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[dingdingsb's solution](#)

**198.**

1106D

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

Quality: 19,656 global accepts · Rating: 1500 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths

[dingdingsb's solution](#)

**199.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers  
[dingdingsb's solution](#)

**200.**

441C

[Valera and Tubes](#) · [Tutorial](#)

Quality: 11,922 global accepts · Rating: 1500 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation  
[dingdingsb's solution](#)

**201.**

743C

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

Quality: 13,403 global accepts · Rating: 1500 · first AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory  
[dingdingsb's solution](#)

**202.**

1542B

[Plus and Multiply](#) · [Tutorial](#)

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory  
[dingdingsb's solution](#)

**203.**

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, shortest paths, sortings  
[dingdingsb's solution](#)

**204.**

1461C

[Random Events](#) · [Tutorial](#)

Quality: 12,433 global accepts · Rating: 1500 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, math, probabilities  
[dingdingsb's solution](#)

**205.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,669 global accepts · Rating: 1500 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics  
[dingdingsb's solution](#)

**206.**

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers  
[dingdingsb's solution](#)

**207.**

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers  
[dingdingsb's solution](#)

**208.**

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: greedy, implementation, math  
[dingdingsb's solution](#)

**209.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-04 · last AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[dingdingsb's solution](#)

## 210.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1500 · first AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[dingdingsb's solution](#)

## 211.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-30 · last AC: 2020-08-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings  
[dingdingsb's solution](#)

## 212.

1400C

[Binary String Reconstruction](#) · [Tutorial](#)

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy  
[dingdingsb's solution](#)

## 213.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,902 global accepts · Rating: 1500 · first AC: 2020-08-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[dingdingsb's solution](#)

## 214.

48D

[Permutations](#) · [Tutorial](#)

Quality: 2,996 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: greedy  
[dingdingsb's solution](#)

## 215.

44B

[Cola](#) · [Tutorial](#)

Quality: 2,302 global accepts · Rating: 1500 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation  
[dingdingsb's solution](#)

## 216.

31B

[Sysadmin Bob](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 1500 · first AC: 2019-11-11 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[dingdingsb's solution](#)

## 217.

22B

[Bargaining Table](#) · [Tutorial](#)

Quality: 4,784 global accepts · Rating: 1500 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: brute force, dp  
[dingdingsb's solution](#)

## 218.

17B

[Hierarchy](#) · [Tutorial](#)

Quality: 6,118 global accepts · Rating: 1500 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, shortest paths  
[dingdingsb's solution](#)

## 219.

10B

[Cinema Cashier](#) · [Tutorial](#)

Quality: 2,054 global accepts · Rating: 1500 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: dp, implementation  
[dingdingsb's solution](#)

**220.**

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[dingdingsb's solution](#)

**221.**

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[dingdingsb's solution](#)

**222.**

1582D

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

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[dingdingsb's solution](#)

**223.**

1526C2

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

Quality: 29,733 global accepts · Rating: 1600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[dingdingsb's solution](#)

**224.**

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[dingdingsb's solution](#)

**225.**

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[dingdingsb's solution](#)

**226.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-09-11 · last AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[dingdingsb's solution](#)

**227.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[dingdingsb's solution](#)

**228.**

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,313 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[dingdingsb's solution](#)

**229.**

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,109 global accepts · Rating: 1600 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[dingdingsb's solution](#)

**230.**

1140C

[Playlist](#) · [Tutorial](#)

Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings  
[dingdingsb's solution](#)

**231.**

923B

[Producing Snow](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures  
[dingdingsb's solution](#)

**232.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu  
[dingdingsb's solution](#)

**233.**

1555D

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

Quality: 15,469 global accepts · Rating: 1600 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, strings  
[dingdingsb's solution](#)

**234.**

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers  
[dingdingsb's solution](#)

**235.**

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory  
[dingdingsb's solution](#)

**236.**

1520F1

[Guess the K-th Zero \(Easy version\)](#) · [Tutorial](#)

Quality: 14,393 global accepts · Rating: 1600 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**237.**

1486C1

[Guessing the Greatest \(easy version\)](#) · [Tutorial](#)

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-28 · last AC: 2021-03-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**238.**

1461D

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

Quality: 10,284 global accepts · Rating: 1600 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, sortings  
[dingdingsb's solution](#)

**239.**

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory  
[dingdingsb's solution](#)

**240.**

1397C

[Multiples of Length](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory  
[dingdingsb's solution](#)

**241.**

431C

[k-Tree](#) · [Tutorial](#)

Quality: 29,777 global accepts · Rating: 1600 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: dp, implementation, trees  
[dingdingsb's solution](#)

**242.**

52B

[Right Triangles](#) · [Tutorial](#)

Quality: 2,406 global accepts · Rating: 1600 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: combinatorics  
[dingdingsb's solution](#)

**243.**

36B

[Fractal](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 1600 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: implementation  
[dingdingsb's solution](#)

**244.**

34D

[Road Map](#) · [Tutorial](#)

Quality: 6,488 global accepts · Rating: 1600 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[dingdingsb's solution](#)

**245.**

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,314 global accepts · Rating: 1600 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: implementation, math  
[dingdingsb's solution](#)

**246.**

1000C

[Covered Points Count](#) · [Tutorial](#)

Quality: 8,437 global accepts · Rating: 1700 · first AC: 2022-03-18 · Python 3 (first AC) · Tags: data structures, implementation, sortings  
[dingdingsb's solution](#)

**247.**

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers  
[dingdingsb's solution](#)

**248.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,968 global accepts · Rating: 1700 · first AC: 2021-01-21 · last AC: 2021-10-26 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings  
[dingdingsb's solution](#)

**249.**

1583C

[Omkar and Determination](#) · [Tutorial](#)

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[dingdingsb's solution](#)

**250.**

1586C

[Omkar and Determination](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[dingdingsb's solution](#)

**251.**

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[dingdingsb's solution](#)

**252.**

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[dingdingsb's solution](#)

**253.**

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[dingdingsb's solution](#)

**254.**

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dingdingsb's solution](#)

**255.**

1537D

[Deleting Divisors](#) · [Tutorial](#)

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[dingdingsb's solution](#)

**256.**

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[dingdingsb's solution](#)

**257.**

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[dingdingsb's solution](#)

**258.**

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[dingdingsb's solution](#)

**259.**

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[dingdingsb's solution](#)

**260.**

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[dingdingsb's solution](#)

**261.**

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

[dingdingsb's solution](#)

**262.**

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-07-29 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math

[dingdingsb's solution](#)

**263.**

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dingdingsb's solution](#)

**264.**

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[dingdingsb's solution](#)

**265.**

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-12 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[dingdingsb's solution](#)

**266.**

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[dingdingsb's solution](#)

**267.**

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: brute force, implementation

[dingdingsb's solution](#)

**268.**

1474C

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

Quality: 14,159 global accepts · Rating: 1700 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[dingdingsb's solution](#)

**269.**

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: games, geometry, math

[dingdingsb's solution](#)

**270.**

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-12 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, dfs and similar, graphs, trees

[dingdingsb's solution](#)

**271.**

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-26 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[dingdingsb's solution](#)

**272.**

1343D

[Constant Palindrome Sum](#) · [Tutorial](#)

Quality: 13,539 global accepts · Rating: 1700 · first AC: 2020-05-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, two pointers

[dingdingsb's solution](#)

**273.**

1085D

[Minimum Diameter Tree](#) · [Tutorial](#)

Quality: 5,907 global accepts · Rating: 1700 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, trees

[dingdingsb's solution](#)

**274.**

49C

[Disposition](#) · [Tutorial](#)

Quality: 1,867 global accepts · Rating: 1700 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[dingdingsb's solution](#)

**275.**

14C

[Four Segments](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1700 · first AC: 2019-09-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, implementation, math

[dingdingsb's solution](#)

**276.**

706D

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

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[dingdingsb's solution](#)

**277.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[dingdingsb's solution](#)

**278.**

1718A1

[Burenka and Traditions \(easy version\)](#) · [Tutorial](#)

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[dingdingsb's solution](#)

**279.**

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[dingdingsb's solution](#)

**280.**

1583D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[dingdingsb's solution](#)

**281.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[dingdingsb's solution](#)

**282.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,430 global accepts · Rating: 1800 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[dingdingsb's solution](#)

**283.**

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, trees

[dingdingsb's solution](#)

**284.**

1535D

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

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[dingdingsb's solution](#)

**285.**

1552C

[Maximize the Intersections](#) · [Tutorial](#)

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[dingdingsb's solution](#)

**286.**

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[dingdingsb's solution](#)

**287.**

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[dingdingsb's solution](#)

**288.**

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,591 global accepts · Rating: 1800 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dingdingsb's solution](#)

**289.**

1560E

[Polycarp and String Transformation](#) · [Tutorial](#)

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, sortings, strings

[dingdingsb's solution](#)

**290.**

1213G

[Path Queries](#) · [Tutorial](#)

Quality: 9,533 global accepts · Rating: 1800 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dsu, graphs, sortings, trees

[dingdingsb's solution](#)

**291.**

1548B

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

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[dingdingsb's solution](#)

**292.**

1549D

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

Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math, two pointers

[dingdingsb's solution](#)

**293.**

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-07-30 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dingdingsb's solution](#)

**294.**

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-07-29 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[dingdingsb's solution](#)

**295.**

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: data structures, implementation, two pointers

[dingdingsb's solution](#)

**296.**

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-30 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[dingdingsb's solution](#)

**297.**

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: dp

[dingdingsb's solution](#)

**298.**

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-04 · last AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, sortings, two pointers

[dingdingsb's solution](#)

**299.**

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[dingdingsb's solution](#)

**300.**

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[dingdingsb's solution](#)

### 301.

1401D

[Maximum Distributed Tree](#) · [Tutorial](#)

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[dingdingsb's solution](#)

### 302.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,177 global accepts · Rating: 1800 · first AC: 2020-06-26 · last AC: 2020-06-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[dingdingsb's solution](#)

### 303.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: number theory

[dingdingsb's solution](#)

### 304.

603B

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

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[dingdingsb's solution](#)

### 305.

934C

[A Twisty Movement](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[dingdingsb's solution](#)

### 306.

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[dingdingsb's solution](#)

### 307.

51C

[Three Base Stations](#) · [Tutorial](#)

Quality: 2,912 global accepts · Rating: 1800 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: binary search, greedy

[dingdingsb's solution](#)

### 308.

3C

[Tic-tac-toe](#) · [Tutorial](#)

Quality: 8,278 global accepts · Rating: 1800 · first AC: 2019-08-26 · GNU C++11 (first AC) · Tags: brute force, games, implementation

[dingdingsb's solution](#)

### 309.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, graphs, shortest paths

[dingdingsb's solution](#)

### 310.

1887A2

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

Rating: 1900 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[dingdingsb's solution](#)

**311.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings

[dingdingsb's solution](#)

**312.**

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[dingdingsb's solution](#)

**313.**

1718A2

[Burenka and Traditions \(hard version\)](#) · [Tutorial](#)

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[dingdingsb's solution](#)

**314.**

109C

[Lucky Tree](#) · [Tutorial](#)

Quality: 4,119 global accepts · Rating: 1900 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, dsu, trees

[dingdingsb's solution](#)

**315.**

568B

[Symmetric and Transitive](#) · [Tutorial](#)

Quality: 2,384 global accepts · Rating: 1900 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dingdingsb's solution](#)

**316.**

472D

[Design Tutorial: Inverse the Problem](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1900 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, shortest paths, trees

[dingdingsb's solution](#)

**317.**

149D

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

Quality: 4,611 global accepts · Rating: 1900 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[dingdingsb's solution](#)

**318.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[dingdingsb's solution](#)

**319.**

292E

[Copying Data](#) · [Tutorial](#)

Quality: 4,883 global accepts · Rating: 1900 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**320.**

1569D

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

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[dingdingsb's solution](#)

**321.**

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games  
[dingdingsb's solution](#)

**322.**

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[dingdingsb's solution](#)

**323.**

1547F

[Array Stabilization \(GCD version\)](#) · [Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers  
[dingdingsb's solution](#)

**324.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers  
[dingdingsb's solution](#)

**325.**

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy  
[dingdingsb's solution](#)

**326.**

476D

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

Quality: 5,033 global accepts · Rating: 1900 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math  
[dingdingsb's solution](#)

**327.**

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities  
[dingdingsb's solution](#)

**328.**

1470B

[Strange Definition](#) · [Tutorial](#)

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[dingdingsb's solution](#)

**329.**

1471D

[Strange Definition](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-04-13 · GNU C++11 (first AC) · Tags: bitmasks, graphs, hashing, math, number theory  
[dingdingsb's solution](#)

**330.**

1486C2

[Guessing the Greatest \(hard version\)](#) · [Tutorial](#)

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-28 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**331.**

1245D

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

Quality: 9,602 global accepts · Rating: 1900 · first AC: 2021-01-24 · last AC: 2021-01-25 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, shortest paths, trees

[dingdingsb's solution](#)

**332.**

1092F

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

Quality: 10,844 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[dingdingsb's solution](#)

**333.**

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees

[dingdingsb's solution](#)

**334.**

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[dingdingsb's solution](#)

**335.**

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dp

[dingdingsb's solution](#)

**336.**

730J

[Bottles](#) · [Tutorial](#)

Quality: 3,967 global accepts · Rating: 1900 · first AC: 2020-10-15 · GNU C++11 (first AC) · Tags: dp

[dingdingsb's solution](#)

**337.**

685B

[Kay and Snowflake](#) · [Tutorial](#)

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2020-09-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, trees

[dingdingsb's solution](#)

**338.**

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,720 global accepts · Rating: 1900 · first AC: 2020-07-04 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[dingdingsb's solution](#)

**339.**

22D

[Segments](#) · [Tutorial](#)

Quality: 3,413 global accepts · Rating: 1900 · first AC: 2019-11-02 · GNU C++11 (first AC) · Tags: greedy, sortings

[dingdingsb's solution](#)

**340.**

862D

[Mahmoud and Ehab and the binary string](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2000 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[dingdingsb's solution](#)

**341.**

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[dingdingsb's solution](#)

**342.**

243B

[Hydra](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, sortings

[dingdingsb's solution](#)

**343.**

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[dingdingsb's solution](#)

**344.**

522D

[Closest Equals](#) · [Tutorial](#)

Quality: 4,048 global accepts · Rating: 2000 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: \*special, data structures

[dingdingsb's solution](#)

**345.**

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[dingdingsb's solution](#)

**346.**

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[dingdingsb's solution](#)

**347.**

758D

[Ability To Convert](#) · [Tutorial](#)

Quality: 2,935 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, math, strings

[dingdingsb's solution](#)

**348.**

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp

[dingdingsb's solution](#)

**349.**

27E

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

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2021-12-08 · last AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, number theory

[dingdingsb's solution](#)

**350.**

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[dingdingsb's solution](#)

**351.**

730I

[Olympiad in Programming and Sports](#) · [Tutorial](#)

Quality: 2,743 global accepts · Rating: 2000 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs, greedy  
[dingdingsb's solution](#)

**352.**

1588B

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

Rating: 2000 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, implementation, interactive  
[dingdingsb's solution](#)

**353.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math  
[dingdingsb's solution](#)

**354.**

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[dingdingsb's solution](#)

**355.**

1574D

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

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation  
[dingdingsb's solution](#)

**356.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[dingdingsb's solution](#)

**357.**

1536D

[Omkar and Medians](#) · [Tutorial](#)

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation  
[dingdingsb's solution](#)

**358.**

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2000 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp  
[dingdingsb's solution](#)

**359.**

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy  
[dingdingsb's solution](#)

**360.**

346B

[Lucky Common Subsequence](#) · [Tutorial](#)

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[dingdingsb's solution](#)

**361.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[dingdingsb's solution](#)

**362.**

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[dingdingsb's solution](#)

**363.**

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, trees

[dingdingsb's solution](#)

**364.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures

[dingdingsb's solution](#)

**365.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,921 global accepts · Rating: 2000 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dingdingsb's solution](#)

**366.**

13B

[Letter A](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2000 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: geometry, implementation

[dingdingsb's solution](#)

**367.**

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: \*special

[dingdingsb's solution](#)

**368.**

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 2000 · first AC: 2020-07-03 · GNU C++11 (first AC) · Tags: bitmasks, data structures, trees

[dingdingsb's solution](#)

**369.**

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-06 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[dingdingsb's solution](#)

**370.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-06-01 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[dingdingsb's solution](#)

**371.**

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: dp, math

[dingdingsb's solution](#)

**372.**

212C

[Cowboys](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2100 · first AC: 2024-04-11 · last AC: 2024-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[dingdingsb's solution](#)

**373.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[dingdingsb's solution](#)

**374.**

207C1

[Game with Two Trees](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[dingdingsb's solution](#)

**375.**

1039B

[Subway Pursuit](#) · [Tutorial](#)

Quality: 2,596 global accepts · Rating: 2100 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, probabilities

[dingdingsb's solution](#)

**376.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[dingdingsb's solution](#)

**377.**

1654D

[Potion Brewing Class](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[dingdingsb's solution](#)

**378.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[dingdingsb's solution](#)

**379.**

457C

[Elections](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 2100 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[dingdingsb's solution](#)

**380.**

840B

[Leha and another game about graph](#) · [Tutorial](#)

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[dingdingsb's solution](#)

**381.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-12-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[dingdingsb's solution](#)

**382.**

1614D1

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

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[dingdingsb's solution](#)

**383.**

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[dingdingsb's solution](#)

**384.**

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[dingdingsb's solution](#)

**385.**

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[dingdingsb's solution](#)

**386.**

1538E

[Funny Substrings](#) · [Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[dingdingsb's solution](#)

**387.**

1538G

[Gift Set](#) · [Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[dingdingsb's solution](#)

**388.**

1547G

[How Many Paths?](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 2100 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[dingdingsb's solution](#)

**389.**

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[dingdingsb's solution](#)

**390.**

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy

[dingdingsb's solution](#)

**391.**

1163D

[Mysterious Code](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2100 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings  
[dingdingsb's solution](#)

**392.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math  
[dingdingsb's solution](#)

**393.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · last AC: 2021-07-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers  
[dingdingsb's solution](#)

**394.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,595 global accepts · Rating: 2100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory  
[dingdingsb's solution](#)

**395.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-04-20 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, trees  
[dingdingsb's solution](#)

**396.**

1472F

[New Year's Puzzle](#) · [Tutorial](#)

Quality: 3,290 global accepts · Rating: 2100 · first AC: 2021-01-23 · GNU C++11 (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings  
[dingdingsb's solution](#)

**397.**

1387B1

[Village \(Minimum\)](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dp, greedy, trees  
[dingdingsb's solution](#)

**398.**

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2020-10-16 · GNU C++11 (first AC) · Tags: data structures, dp  
[dingdingsb's solution](#)

**399.**

1419E

[Decryption](#) · [Tutorial](#)

Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory  
[dingdingsb's solution](#)

**400.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,270 global accepts · Rating: 2100 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees  
[dingdingsb's solution](#)

**401.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2020-09-03 · last AC: 2020-09-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[dingdingsb's solution](#)

**402.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-08-14 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[dingdingsb's solution](#)

**403.**

455C

[Civilization](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 2100 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, ternary search, trees

[dingdingsb's solution](#)

**404.**

746G

[New Roads](#) · [Tutorial](#)

Quality: 1,641 global accepts · Rating: 2100 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, trees

[dingdingsb's solution](#)

**405.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2020-03-17 · GNU C++11 (first AC) · Tags: data structures, graphs

[dingdingsb's solution](#)

**406.**

519E

[A and B and Lecture Rooms](#) · [Tutorial](#)

Quality: 8,356 global accepts · Rating: 2100 · first AC: 2020-03-16 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[dingdingsb's solution](#)

**407.**

1C

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

Quality: 6,481 global accepts · Rating: 2100 · first AC: 2019-10-23 · GNU C++11 (first AC) · Tags: geometry, math

[dingdingsb's solution](#)

**408.**

207C2

[Game with Two Trees](#) · [Tutorial](#)

Quality: 105 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[dingdingsb's solution](#)

**409.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2022-09-20 · last AC: 2022-09-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, number theory, probabilities

[dingdingsb's solution](#)

**410.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**411.**

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[dingdingsb's solution](#)

**412.**

73D

[FreeDiv](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2200 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy

[dingdingsb's solution](#)

**413.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[dingdingsb's solution](#)

**414.**

662B

[Graph Coloring](#) · [Tutorial](#)

Quality: 1,658 global accepts · Rating: 2200 · first AC: 2021-12-11 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[dingdingsb's solution](#)

**415.**

915D

[Almost Acyclic Graph](#) · [Tutorial](#)

Quality: 4,056 global accepts · Rating: 2200 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[dingdingsb's solution](#)

**416.**

1283F

[DIY Garland](#) · [Tutorial](#)

Quality: 2,043 global accepts · Rating: 2200 · first AC: 2021-12-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[dingdingsb's solution](#)

**417.**

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees

[dingdingsb's solution](#)

**418.**

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

[dingdingsb's solution](#)

**419.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

[dingdingsb's solution](#)

**420.**

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[dingdingsb's solution](#)

**421.**

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[dingdingsb's solution](#)

**422.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[dingdingsb's solution](#)

**423.**

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[dingdingsb's solution](#)

**424.**

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[dingdingsb's solution](#)

**425.**

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[dingdingsb's solution](#)

**426.**

1551F

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

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[dingdingsb's solution](#)

**427.**

1552F

[Telepaniting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[dingdingsb's solution](#)

**428.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[dingdingsb's solution](#)

**429.**

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[dingdingsb's solution](#)

**430.**

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[dingdingsb's solution](#)

**431.**

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**432.**

526D

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

Quality: 2,445 global accepts · Rating: 2200 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[dingdingsb's solution](#)

**433.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[dingdingsb's solution](#)

**434.**

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[dingdingsb's solution](#)

**435.**

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

[dingdingsb's solution](#)

**436.**

243C

[Colorado Potato Beetle](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2200 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: dfs and similar, implementation

[dingdingsb's solution](#)

**437.**

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,348 global accepts · Rating: 2200 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[dingdingsb's solution](#)

**438.**

1515E

[Phoenix and Computers](#) · [Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[dingdingsb's solution](#)

**439.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[dingdingsb's solution](#)

**440.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[dingdingsb's solution](#)

**441.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-13 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[dingdingsb's solution](#)

**442.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: brute force, data structures

[dingdingsb's solution](#)

**443.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[dingdingsb's solution](#)

**444.**

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[dingdingsb's solution](#)

**445.**

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-12 · last AC: 2020-09-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[dingdingsb's solution](#)

**446.**

762E

[Radio stations](#) · [Tutorial](#)

Quality: 1,644 global accepts · Rating: 2200 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**447.**

920G

[List Of Integers](#) · [Tutorial](#)

Quality: 1,998 global accepts · Rating: 2200 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, math, number theory

[dingdingsb's solution](#)

**448.**

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[dingdingsb's solution](#)

**449.**

765E

[Tree Folding](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2200 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, trees

[dingdingsb's solution](#)

**450.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-08-21 · last AC: 2024-08-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[dingdingsb's solution](#)

**451.**

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2023-02-23 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, probabilities, shortest paths

[dingdingsb's solution](#)

**452.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[dingdingsb's solution](#)

**453.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[dingdingsb's solution](#)

**454.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, math

[dingdingsb's solution](#)

**455.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2022-02-25 · C++20 (GCC 11-64) (first AC) · Tags: dp

[dingdingsb's solution](#)

**456.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[dingdingsb's solution](#)

**457.**

1614D2

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

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[dingdingsb's solution](#)

**458.**

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, games, greedy

[dingdingsb's solution](#)

**459.**

1588C

[Game with Stones](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-11-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, games, greedy

[dingdingsb's solution](#)

**460.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[dingdingsb's solution](#)

**461.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[dingdingsb's solution](#)

**462.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[dingdingsb's solution](#)

**463.**

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-09-09 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[dingdingsb's solution](#)

**464.**

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[dingdingsb's solution](#)

**465.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[dingdingsb's solution](#)

**466.**

1550D

[Excellent Arrays](#) · [Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[dingdingsb's solution](#)

**467.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[dingdingsb's solution](#)

**468.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[dingdingsb's solution](#)

**469.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[dingdingsb's solution](#)

**470.**

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees

[dingdingsb's solution](#)

**471.**

1548D1

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

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[dingdingsb's solution](#)

**472.**

1549F1

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

Rating: 2300 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[dingdingsb's solution](#)

**473.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[dingdingsb's solution](#)

**474.**

254D

[Rats](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 2300 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, shortest paths

[dingdingsb's solution](#)

**475.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[dingdingsb's solution](#)

**476.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[dingdingsb's solution](#)

**477.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: string suffix structures

[dingdingsb's solution](#)

**478.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-01-26 · last AC: 2021-01-26 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[dingdingsb's solution](#)

**479.**

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2021-01-25 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[dingdingsb's solution](#)

**480.**

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2300 · first AC: 2020-11-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[dingdingsb's solution](#)

**481.**

101D

[Castle](#) · [Tutorial](#)

Quality: 790 global accepts · Rating: 2300 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: dp, greedy, probabilities, sortings, trees  
[dingdingsb's solution](#)

**482.**

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings  
[dingdingsb's solution](#)

**483.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2020-09-23 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[dingdingsb's solution](#)

**484.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees  
[dingdingsb's solution](#)

**485.**

915E

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

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2020-09-07 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings  
[dingdingsb's solution](#)

**486.**

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[dingdingsb's solution](#)

**487.**

547C

[Mike and Foam](#) · [Tutorial](#)

Quality: 3,401 global accepts · Rating: 2300 · first AC: 2020-06-21 · last AC: 2020-06-22 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory  
[dingdingsb's solution](#)

**488.**

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-06-15 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math  
[dingdingsb's solution](#)

**489.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory  
[dingdingsb's solution](#)

**490.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers  
[dingdingsb's solution](#)

**491.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities  
[dingdingsb's solution](#)

**492.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[dingdingsb's solution](#)

**493.**

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[dingdingsb's solution](#)

**494.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[dingdingsb's solution](#)

**495.**

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[dingdingsb's solution](#)

**496.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[dingdingsb's solution](#)

**497.**

1633E

[Spanning Tree Queries](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2400 · first AC: 2022-05-08 · last AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, greedy, math, sortings, trees

[dingdingsb's solution](#)

**498.**

12D

[Ball](#) · [Tutorial](#)

Quality: 2,885 global accepts · Rating: 2400 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[dingdingsb's solution](#)

**499.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[dingdingsb's solution](#)

**500.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[dingdingsb's solution](#)

**501.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees  
[dingdingsb's solution](#)

**502.**

525D

[Arthur and Walls](#) · [Tutorial](#)

Quality: 1,999 global accepts · Rating: 2400 · first AC: 2021-12-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, shortest paths  
[dingdingsb's solution](#)

**503.**

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs  
[dingdingsb's solution](#)

**504.**

865D

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

Quality: 8,017 global accepts · Rating: 2400 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy  
[dingdingsb's solution](#)

**505.**

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers  
[dingdingsb's solution](#)

**506.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp  
[dingdingsb's solution](#)

**507.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[dingdingsb's solution](#)

**508.**

1526E

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

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math  
[dingdingsb's solution](#)

**509.**

1527D

[MEX Tree](#) · [Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees  
[dingdingsb's solution](#)

**510.**

115E

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

Quality: 2,212 global accepts · Rating: 2400 · first AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp  
[dingdingsb's solution](#)

**511.**

1542E1

[Abnormal Permutation Pairs \(easy version\)](#) · [Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[dingdingsb's solution](#)

**512.**

323C

[Two permutations](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 2400 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**513.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation  
[dingdingsb's solution](#)

**514.**

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2021-05-14 · last AC: 2021-05-14 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math, shortest paths  
[dingdingsb's solution](#)

**515.**

246E

[Blood Cousins Return](#) · [Tutorial](#)

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings  
[dingdingsb's solution](#)

**516.**

1485F

[Copy or Prefix Sum](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-13 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings  
[dingdingsb's solution](#)

**517.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[dingdingsb's solution](#)

**518.**

377D

[Developing Game](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**519.**

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-10-03 · last AC: 2020-10-03 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings  
[dingdingsb's solution](#)

**520.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-10-03 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings  
[dingdingsb's solution](#)

**521.**

593D

[Happy Tree Party](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, math, trees

[dingdingsb's solution](#)

**522.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2020-06-26 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[dingdingsb's solution](#)

**523.**

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2020-06-02 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[dingdingsb's solution](#)

**524.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[dingdingsb's solution](#)

**525.**

911G

[Mass Change Queries](#) · [Tutorial](#)

Quality: 3,782 global accepts · Rating: 2500 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**526.**

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2023-02-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[dingdingsb's solution](#)

**527.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2500 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, strings

[dingdingsb's solution](#)

**528.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[dingdingsb's solution](#)

**529.**

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-09-19 · last AC: 2022-09-19 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, probabilities

[dingdingsb's solution](#)

**530.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[dingdingsb's solution](#)

**531.**

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy

[dingdingsb's solution](#)

**532.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-12-08 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings  
[dingdingsb's solution](#)

**533.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer  
[dingdingsb's solution](#)

**534.**

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
[dingdingsb's solution](#)

**535.**

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory  
[dingdingsb's solution](#)

**536.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers  
[dingdingsb's solution](#)

**537.**

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math  
[dingdingsb's solution](#)

**538.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, implementation, math  
[dingdingsb's solution](#)

**539.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp  
[dingdingsb's solution](#)

**540.**

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-09-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths  
[dingdingsb's solution](#)

**541.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy  
[dingdingsb's solution](#)

**542.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers  
[dingdingsb's solution](#)

**543.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities  
[dingdingsb's solution](#)

**544.**

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers  
[dingdingsb's solution](#)

**545.**

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings  
[dingdingsb's solution](#)

**546.**

1548C

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

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[dingdingsb's solution](#)

**547.**

1549E

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

Rating: 2500 · first AC: 2021-08-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math  
[dingdingsb's solution](#)

**548.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math  
[dingdingsb's solution](#)

**549.**

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry  
[dingdingsb's solution](#)

**550.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation  
[dingdingsb's solution](#)

**551.**

311C

[Fetch the Treasure](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2500 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, shortest paths

[dingdingsb's solution](#)

**552.**

266E

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

Quality: 1,060 global accepts · Rating: 2500 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[dingdingsb's solution](#)

**553.**

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures

[dingdingsb's solution](#)

**554.**

263E

[Rhombus](#) · [Tutorial](#)

Quality: 444 global accepts · Rating: 2500 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[dingdingsb's solution](#)

**555.**

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[dingdingsb's solution](#)

**556.**

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-13 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, trees

[dingdingsb's solution](#)

**557.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: data structures, probabilities

[dingdingsb's solution](#)

**558.**

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2020-11-05 · C++14 (GCC 6-32) (first AC) · Tags: \*special, dfs and similar, trees

[dingdingsb's solution](#)

**559.**

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[dingdingsb's solution](#)

**560.**

484E

[Sign on Fence](#) · [Tutorial](#)

Quality: 3,032 global accepts · Rating: 2500 · first AC: 2020-09-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures

[dingdingsb's solution](#)

**561.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-06-19 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy,

math

[dingdingsb's solution](#)

**562.**

117D

[Not Quick Transformation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2500 · first AC: 2020-05-20 · GNU C++11 (first AC) · Tags: divide and conquer, math  
[dingdingsb's solution](#)

**563.**

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2020-04-20 · GNU C++11 (first AC) · Tags: combinatorics, math  
[dingdingsb's solution](#)

**564.**

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-07-30 · last AC: 2024-05-25 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, math, number theory  
[dingdingsb's solution](#)

**565.**

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2024-05-23 · last AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings  
[dingdingsb's solution](#)

**566.**

238E

[Meeting Her](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 2600 · first AC: 2024-05-15 · last AC: 2024-05-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, shortest paths  
[dingdingsb's solution](#)

**567.**

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2024-05-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths  
[dingdingsb's solution](#)

**568.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, probabilities  
[dingdingsb's solution](#)

**569.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2024-05-07 · last AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[dingdingsb's solution](#)

**570.**

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2024-05-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[dingdingsb's solution](#)

**571.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force,

data structures, divide and conquer, implementation

[dingdingsb's solution](#)

**572.**

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[dingdingsb's solution](#)

**573.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**574.**

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2022-09-21 · last AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[dingdingsb's solution](#)

**575.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp

[dingdingsb's solution](#)

**576.**

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, greedy

[dingdingsb's solution](#)

**577.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[dingdingsb's solution](#)

**578.**

848C

[Goodbye Souvenir](#) · [Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[dingdingsb's solution](#)

**579.**

653F

[Paper task](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2600 · first AC: 2021-12-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[dingdingsb's solution](#)

**580.**

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-11-26 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**581.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[dingdingsb's solution](#)

**582.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

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**583.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings

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**584.**

1582G

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Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

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**585.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

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**586.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

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**587.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

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**588.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

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**589.**

527E

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Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-07-15 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

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**590.**

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math

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**591.**

685D

[Kay and Eternity](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2600 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings

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**592.**

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

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**593.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

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**594.**

248E

[Piglet's Birthday · Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-05-12 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[dingdingsb's solution](#)

**595.**

1515F

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Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

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**596.**

917D

[Stranger Trees · Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-03-13 · last AC: 2021-03-13 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[dingdingsb's solution](#)

**597.**

1172C2

[Nauuo and Pictures \(hard version\) · Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

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**598.**

631E

[Product Sum · Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-02-13 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[dingdingsb's solution](#)

**599.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: math

[dingdingsb's solution](#)

**600.**

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: data structures, probabilities

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**601.**

1278F

[Cards · Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-01-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[dingdingsb's solution](#)

**602.**

703E

[Mishka and Divisors · Tutorial](#)

Quality: 670 global accepts · Rating: 2600 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: dp, number theory

[dingdingsb's solution](#)

**603.**

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2020-06-06 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[dingdingsb's solution](#)

**604.**

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-01-18 · last AC: 2020-01-25 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing

[dingdingsb's solution](#)

**605.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-10-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[dingdingsb's solution](#)

**606.**

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[dingdingsb's solution](#)

**607.**

207C3

[Game with Two Trees](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 2700 · first AC: 2023-03-01 · last AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**608.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[dingdingsb's solution](#)

**609.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

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**610.**

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[dingdingsb's solution](#)

**611.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2022-09-17 · last AC: 2022-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[dingdingsb's solution](#)

**612.**

1215F

[Radio Stations](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2700 · first AC: 2022-08-05 · last AC: 2022-08-05 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat

[dingdingsb's solution](#)

**613.**

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[dingdingsb's solution](#)

**614.**

235C

[Cyclical Quest · Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings

[dingdingsb's solution](#)

**615.**

605E

[Intergalaxy Trips · Tutorial](#)

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[dingdingsb's solution](#)

**616.**

578E

[Walking! · Tutorial](#)

Quality: 674 global accepts · Rating: 2700 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[dingdingsb's solution](#)

**617.**

576D

[Flights for Regular Customers · Tutorial](#)

Quality: 1,597 global accepts · Rating: 2700 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[dingdingsb's solution](#)

**618.**

575A

[Fibonotci · Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, matrices

[dingdingsb's solution](#)

**619.**

549E

[Sasha Circle · Tutorial](#)

Quality: 175 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math

[dingdingsb's solution](#)

**620.**

838D

[Airplane Arrangements · Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[dingdingsb's solution](#)

**621.**

1641D

[Two Arrays · Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[dingdingsb's solution](#)

**622.**

1422F

[Boring Queries · Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[dingdingsb's solution](#)

**623.**

1601D

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Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings  
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**624.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices  
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**625.**

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs  
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**626.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures  
[dingdingsb's solution](#)

**627.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory  
[dingdingsb's solution](#)

**628.**

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees  
[dingdingsb's solution](#)

**629.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: bitmasks, games, math, matrices  
[dingdingsb's solution](#)

**630.**

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings  
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**631.**

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math  
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**632.**

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities  
[dingdingsb's solution](#)

**633.**

1542E2

[Abnormal Permutation Pairs \(hard version\)](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math  
[dingdingsb's solution](#)

**634.**

339E

[Three Swaps](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2700 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[dingdingsb's solution](#)

**635.**

249D

[Donkey and Stars](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, math, sortings  
[dingdingsb's solution](#)

**636.**

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-05-08 · GNU C++11 (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers  
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**637.**

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees  
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**638.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-04-25 · last AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry  
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**639.**

833C

[Ever-Hungry Krakozyabra](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2700 · first AC: 2021-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, math  
[dingdingsb's solution](#)

**640.**

878C

[Tournament](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2700 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: data structures, graphs  
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**641.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-01-21 · last AC: 2021-01-21 · GNU C++11 (first AC) · Tags: flows, math  
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**642.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-09-18 · last AC: 2020-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees  
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**643.**

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-03-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy  
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**644.**

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, math, sortings  
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**645.**

575E

[Spectator Riots](#) · [Tutorial](#)

Quality: 301 global accepts · Rating: 2800 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: geometry  
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**646.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees  
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**647.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees  
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**648.**

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings  
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**649.**

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
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**650.**

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy  
[dingdingsb's solution](#)

**651.**

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2021-10-15 · last AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy  
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**652.**

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy  
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**653.**

1322D

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Quality: 882 global accepts · Rating: 2800 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp  
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**654.**

1557E

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Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive  
[dingdingsb's solution](#)

**655.**

516D

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Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers  
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**656.**

794F

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Quality: 992 global accepts · Rating: 2800 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**657.**

613D

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Quality: 4,035 global accepts · Rating: 2800 · first AC: 2021-02-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees  
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**658.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

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[dingdingsb's solution](#)

**659.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**660.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math  
[dingdingsb's solution](#)

**661.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**662.**

280D

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

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation  
[dingdingsb's solution](#)

**663.**

301E

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

Quality: 406 global accepts · Rating: 2800 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dp  
[dingdingsb's solution](#)

**664.**

434D

[Nanami's Power Plant](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2900 · first AC: 2023-11-25 · C++17 (GCC 7-32) (first AC) · Tags: flows  
[dingdingsb's solution](#)

**665.**

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**666.**

321D

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

Quality: 594 global accepts · Rating: 2900 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math  
[dingdingsb's solution](#)

**667.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-02-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs  
[dingdingsb's solution](#)

**668.**

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-09-24 · last AC: 2022-09-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, number theory, probabilities  
[dingdingsb's solution](#)

**669.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2022-09-16 · last AC: 2022-09-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees  
[dingdingsb's solution](#)

**670.**

1698G

[Long Binary String](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory  
[dingdingsb's solution](#)

**671.**

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: flows  
[dingdingsb's solution](#)

**672.**

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2022-04-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, math  
[dingdingsb's solution](#)

**673.**

643D

[Bearish Fanpages](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[dingdingsb's solution](#)

**674.**

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: geometry, two pointers

[dingdingsb's solution](#)

**675.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[dingdingsb's solution](#)

**676.**

512D

[Fox And Travelling](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2900 · first AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[dingdingsb's solution](#)

**677.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings

[dingdingsb's solution](#)

**678.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[dingdingsb's solution](#)

**679.**

512E

[Fox And Polygon](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[dingdingsb's solution](#)

**680.**

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[dingdingsb's solution](#)

**681.**

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-10-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, geometry

[dingdingsb's solution](#)

**682.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, matrices

[dingdingsb's solution](#)

**683.**

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[dingdingsb's solution](#)

**684.**

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[dingdingsb's solution](#)

**685.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[dingdingsb's solution](#)

**686.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees

[dingdingsb's solution](#)

**687.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math

[dingdingsb's solution](#)

**688.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[dingdingsb's solution](#)

**689.**

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[dingdingsb's solution](#)

**690.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-26 · GNU C++11 (first AC) · Tags: combinatorics, probabilities

[dingdingsb's solution](#)

**691.**

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: bitmasks

[dingdingsb's solution](#)

**692.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-02-11 · last AC: 2021-02-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[dingdingsb's solution](#)

**693.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2021-02-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy

[dingdingsb's solution](#)

**694.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[dingdingsb's solution](#)

**695.**

163D

[Large Refrigerator](#) · [Tutorial](#)

Quality: 571 global accepts · Rating: 2900 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: brute force  
[dingdingsb's solution](#)

**696.**

325D

[Reclamation](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 2900 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: dsu  
[dingdingsb's solution](#)

**697.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-06-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees  
[dingdingsb's solution](#)

**698.**

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-15 · last AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees  
[dingdingsb's solution](#)

**699.**

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**700.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-10-07 · last AC: 2022-10-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers  
[dingdingsb's solution](#)

**701.**

666D

[Chain Reaction](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry  
[dingdingsb's solution](#)

**702.**

627E

[Orchestra](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3000 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: two pointers  
[dingdingsb's solution](#)

**703.**

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings  
[dingdingsb's solution](#)

**704.**

568E

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

Quality: 633 global accepts · Rating: 3000 · first AC: 2022-03-29 · last AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[dingdingsb's solution](#)

**705.**

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[dingdingsb's solution](#)

**706.**

506E

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

Quality: 917 global accepts · Rating: 3000 · first AC: 2022-03-27 · last AC: 2022-03-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, strings  
[dingdingsb's solution](#)

**707.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2022-03-08 · last AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**708.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[dingdingsb's solution](#)

**709.**

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, trees  
[dingdingsb's solution](#)

**710.**

504E

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

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees  
[dingdingsb's solution](#)

**711.**

1361E

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-29 · last AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees  
[dingdingsb's solution](#)

**712.**

1392H

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

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[dingdingsb's solution](#)

**713.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[dingdingsb's solution](#)

**714.**

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[dingdingsb's solution](#)

**715.**

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[dingdingsb's solution](#)

**716.**

793F

[Julia the snail](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 3000 · first AC: 2021-07-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[dingdingsb's solution](#)

**717.**

264E

[Roadside Trees](#) · [Tutorial](#)

Quality: 469 global accepts · Rating: 3000 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[dingdingsb's solution](#)

**718.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[dingdingsb's solution](#)

**719.**

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-02-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, expression parsing

[dingdingsb's solution](#)

**720.**

914F

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

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-01-28 · last AC: 2021-01-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings

[dingdingsb's solution](#)

**721.**

855F

[Nagini](#) · [Tutorial](#)

Quality: 579 global accepts · Rating: 3100 · first AC: 2024-04-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**722.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[dingdingsb's solution](#)

**723.**

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**724.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-02-23 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[dingdingsb's solution](#)

## 725.

1190E

[Tokitsukaze and Explosion](#) · [Tutorial](#)

Quality: 262 global accepts · Rating: 3100 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[dingdingsb's solution](#)

## 726.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[dingdingsb's solution](#)

## 727.

594E

[Cutting the Line](#) · [Tutorial](#)

Quality: 175 global accepts · Rating: 3100 · first AC: 2022-04-08 · last AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

[dingdingsb's solution](#)

## 728.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, math

[dingdingsb's solution](#)

## 729.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[dingdingsb's solution](#)

## 730.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[dingdingsb's solution](#)

## 731.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[dingdingsb's solution](#)

## 732.

715D

[Create a Maze](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3100 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[dingdingsb's solution](#)

## 733.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[dingdingsb's solution](#)

## 734.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-08-01 · GNU C++11 (first AC) · Tags: 2-sat, binary search  
[dingdingsb's solution](#)

**735.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: bitmasks, dp  
[dingdingsb's solution](#)

**736.**

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2021-07-16 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy  
[dingdingsb's solution](#)

**737.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[dingdingsb's solution](#)

**738.**

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs  
[dingdingsb's solution](#)

**739.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, math  
[dingdingsb's solution](#)

**740.**

317E

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

Quality: 172 global accepts · Rating: 3100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, shortest paths  
[dingdingsb's solution](#)

**741.**

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-12 · GNU C++11 (first AC) · Tags: dp, fft, math  
[dingdingsb's solution](#)

**742.**

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2021-02-12 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, fft, math  
[dingdingsb's solution](#)

**743.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dp, implementation  
[dingdingsb's solution](#)

**744.**

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2021-01-12 · GNU C++11 (first AC) · Tags: fft, math, matrices  
[dingdingsb's solution](#)

**745.**

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-12-24 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[dingdingsb's solution](#)

**746.**

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2020-11-24 · last AC: 2020-11-24 · GNU C++11 (first AC) · Tags: data structures, dsu  
[dingdingsb's solution](#)

**747.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2020-10-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings  
[dingdingsb's solution](#)

**748.**

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: trees  
[dingdingsb's solution](#)

**749.**

543E

[Listening to Music](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 3200 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures  
[dingdingsb's solution](#)

**750.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[dingdingsb's solution](#)

**751.**

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[dingdingsb's solution](#)

**752.**

1774G

[Segment Covering](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 3200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, dp, trees  
[dingdingsb's solution](#)

**753.**

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive  
[dingdingsb's solution](#)

**754.**

1179E

[Alesya and Discrete Math](#) · [Tutorial](#)

Quality: 198 global accepts · Rating: 3200 · first AC: 2022-07-26 · last AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive  
[dingdingsb's solution](#)

**755.**

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-05-30 · C++14 (GCC 6-32) (first AC) · Tags: fft, math  
[dingdingsb's solution](#)

**756.**

585F

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

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-03-01 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, strings

[dingdingsb's solution](#)

**757.**

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2022-04-07 · last AC: 2022-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, strings

[dingdingsb's solution](#)

**758.**

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graphs

[dingdingsb's solution](#)

**759.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[dingdingsb's solution](#)

**760.**

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: matrices, trees

[dingdingsb's solution](#)

**761.**

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[dingdingsb's solution](#)

**762.**

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: math

[dingdingsb's solution](#)

**763.**

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, graphs, math, probabilities

[dingdingsb's solution](#)

**764.**

827F

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

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, shortest paths

[dingdingsb's solution](#)

**765.**

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[dingdingsb's solution](#)

**766.**

1267H

[Help BerLine](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 3200 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms  
[dingdingsb's solution](#)

**767.**

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: hashing, math, string suffix structures, strings  
[dingdingsb's solution](#)

**768.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[dingdingsb's solution](#)

**769.**

1349D

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

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities  
[dingdingsb's solution](#)

**770.**

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2021-07-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**771.**

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, trees  
[dingdingsb's solution](#)

**772.**

414E

[Mashmikh's Designed Problem](#) · [Tutorial](#)

Quality: 211 global accepts · Rating: 3200 · first AC: 2021-01-22 · GNU C++11 (first AC) · Tags: data structures  
[dingdingsb's solution](#)

**773.**

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-03-07 · last AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[dingdingsb's solution](#)

**774.**

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[dingdingsb's solution](#)

**775.**

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2022-07-29 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy  
[dingdingsb's solution](#)

**776.**

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-07-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[dingdingsb's solution](#)

**777.**

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, trees  
[dingdingsb's solution](#)

**778.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings  
[dingdingsb's solution](#)

**779.**

696F

[...Dary!](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, two pointers  
[dingdingsb's solution](#)

**780.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, trees  
[dingdingsb's solution](#)

**781.**

607E

[Cross Sum](#) · [Tutorial](#)

Quality: 291 global accepts · Rating: 3300 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry  
[dingdingsb's solution](#)

**782.**

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[dingdingsb's solution](#)

**783.**

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy, trees  
[dingdingsb's solution](#)

**784.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures  
[dingdingsb's solution](#)

**785.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2021-12-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy  
[dingdingsb's solution](#)

**786.**

1548D2

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

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[dingdingsb's solution](#)

**787.**

1549F2

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

Rating: 3300 · first AC: 2021-08-05 · C++17 (GCC 7-32) (first AC) · Tags: geometry, number theory

[dingdingsb's solution](#)

**788.**

618G

[Combining Slimes](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3300 · first AC: 2021-07-19 · GNU C++11 (first AC) · Tags: dp, math, matrices, probabilities

[dingdingsb's solution](#)

**789.**

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-07-11 · last AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[dingdingsb's solution](#)

**790.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-02-02 · GNU C++11 (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**791.**

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2021-01-29 · last AC: 2021-01-29 · GNU C++11 (first AC) · Tags: data structures

[dingdingsb's solution](#)

**792.**

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2020-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[dingdingsb's solution](#)

**793.**

1010F

[Tree](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: fft, graphs, trees

[dingdingsb's solution](#)

**794.**

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[dingdingsb's solution](#)

**795.**

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2022-07-27 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation

[dingdingsb's solution](#)

**796.**

1242D

[Number Discovery](#) · [Tutorial](#)

Quality: 234 global accepts · Rating: 3400 · first AC: 2022-07-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[dingdingsb's solution](#)

**797.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2022-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[dingdingsb's solution](#)

**798.**

627F

[Island Puzzle](#) · [Tutorial](#)

Quality: 251 global accepts · Rating: 3400 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[dingdingsb's solution](#)

**799.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, number theory

[dingdingsb's solution](#)

**800.**

843D

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

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[dingdingsb's solution](#)

**801.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[dingdingsb's solution](#)

**802.**

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[dingdingsb's solution](#)

**803.**

1770H

[Koxia, Mahiru and Winter Festival](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2023-03-06 · last AC: 2023-03-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[dingdingsb's solution](#)

**804.**

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2022-12-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, sortings

[dingdingsb's solution](#)

**805.**

1349F2

[Slime and Sequences \(Hard Version\)](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2021-03-13 · last AC: 2022-09-12 · GNU C++11 (first AC) · Tags: dp, fft, math

[dingdingsb's solution](#)

**806.**

1054H

[Epic Convolution](#) · [Tutorial](#)

Quality: 212 global accepts · Rating: 3500 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math, number theory

[dingdingsb's solution](#)

**807.**

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2022-07-28 · last AC: 2022-07-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees

[dingdingsb's solution](#)

**808.**

1264F

[Beautiful Fibonacci Problem](#) · [Tutorial](#)

Quality: 1,097 global accepts · Rating: 3500 · first AC: 2021-12-07 · last AC: 2022-06-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, number theory

[dingdingsb's solution](#)

**809.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[dingdingsb's solution](#)

**810.**

1098F

[AbÖgVæ7Föä](#) · [Tutorial](#)

Quality: 277 global accepts · Rating: 3500 · first AC: 2022-03-10 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[dingdingsb's solution](#)

**811.**

1305G

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

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[dingdingsb's solution](#)

**812.**

1208H

[Red Blue Tree](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3500 · first AC: 2022-01-29 · last AC: 2022-01-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[dingdingsb's solution](#)

**813.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-07-19 · last AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[dingdingsb's solution](#)

**814.**

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[dingdingsb's solution](#)

**815.**

1458F

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

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[dingdingsb's solution](#)

**816.**

104081G

[c7ub55a](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[dingdingsb's solution](#)

**817.**

104081I

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**818.**

104081A

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**819.**

104081E

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**820.**

104081L

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**821.**

104081C

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**822.**

104081H

[Tutorial](#)

Rating: — · first AC: 2023-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**823.**

104172L

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

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**824.**

104172J

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**825.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**826.**

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**827.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**828.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**829.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**830.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**831.**

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**832.**

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**833.**

104090L

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**834.**

104090J

[Painting](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++20 (GCC 11-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**835.**

104090H

[RPG Pro League](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**836.**

104090B

[Useful Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · last AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**837.**

104090E

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

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**838.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**839.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**840.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**841.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**842.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**843.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**844.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**845.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-12 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**846.**

102870F

[Flow of Orz Pandas](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**847.**

102586G

[Matrix Inversion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**848.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**849.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · last AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**850.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-21 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**851.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**852.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**853.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**854.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**855.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**856.**

103488C

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

Rating: — · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**857.**

103389I

[3-Tuple of](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**858.**

103389D

[On the](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**859.**

103389G

[3G-Grid](#) · [Tutorial](#)

Rating: — · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: —  
[dingdingsb's solution](#)

**860.**

103389K

[On the](#)

Rating: — · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: —  
[dingdingsb's solution](#)

**861.**

1531A

[At8C030T@icolor](#)

Quality: 1,483 global accepts · Rating: — · first AC: 2021-08-17 · C++14 (GCC 6-32) (first AC) · Tags: \*special, implementation  
[dingdingsb's solution](#)