

## [CF Elite Tracker](https://cfelitetracker.vercel.app)

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# Unique solved — ekzhang

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

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

Filters: none

Count: 523

1.

2131B

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

Quality: 30,954 global accepts · Rating: 800 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[ekzhang's solution](#)

2.

2131A

[Lever](#) · [Tutorial](#)

Quality: 38,866 global accepts · Rating: 800 · first AC: 2025-08-21 · C++17 (GCC 7-32) (first AC) · Tags: math

[ekzhang's solution](#)

3.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,718 global accepts · Rating: 800 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ekzhang's solution](#)

4.

1270A

[Card Game](#) · [Tutorial](#)

Quality: 17,816 global accepts · Rating: 800 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, math

[ekzhang's solution](#)

5.

1196A

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

Quality: 29,128 global accepts · Rating: 800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ekzhang's solution](#)

6.

14A

[Letter](#) · [Tutorial](#)

Quality: 12,397 global accepts · Rating: 800 · first AC: 2019-07-13 · PyPy 3 (first AC) · Tags: implementation

[ekzhang's solution](#)

7.

1189A

[Keanu Reeves](#) · [Tutorial](#)

Quality: 16,105 global accepts · Rating: 800 · first AC: 2019-07-07 · PyPy 3 (first AC) · Tags: strings

[ekzhang's solution](#)

8.

1097A

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

Quality: 43,805 global accepts · Rating: 800 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ekzhang's solution](#)

9.

1136A

[Nastya Is Reading a Book](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ekzhang's solution](#)

**10.**

71A

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

Quality: 503,243 global accepts · Rating: 800 · first AC: 2019-01-31 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[ekzhang's solution](#)

**11.**

1091A

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

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[ekzhang's solution](#)

**12.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,358 global accepts · Rating: 800 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ekzhang's solution](#)

**13.**

1064A

[Make a triangle!](#) · [Tutorial](#)

Quality: 25,161 global accepts · Rating: 800 · first AC: 2018-11-05 · Python 3 (first AC) · Tags: brute force, geometry, math  
[ekzhang's solution](#)

**14.**

1006A

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

Quality: 22,874 global accepts · Rating: 800 · first AC: 2018-07-31 · Python 3 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**15.**

1002A1

[Generate superposition of all basis states](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 800 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**16.**

976A

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

Quality: 10,974 global accepts · Rating: 800 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation  
[ekzhang's solution](#)

**17.**

686A

[Free Ice Cream](#) · [Tutorial](#)

Quality: 43,415 global accepts · Rating: 800 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ekzhang's solution](#)

**18.**

894A

[QAQ](#) · [Tutorial](#)

Quality: 39,379 global accepts · Rating: 800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp  
[ekzhang's solution](#)

**19.**

867A

[Between the Offices](#) · [Tutorial](#)

Quality: 20,630 global accepts · Rating: 800 · first AC: 2017-10-04 · Python 3 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**20.**

702A

[Maximum Increase](#) · [Tutorial](#)

Quality: 55,018 global accepts · Rating: 800 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: dp, greedy, implementation  
[ekzhang's solution](#)

**21.**

678A

[Johny Likes Numbers](#) · [Tutorial](#)

Quality: 15,164 global accepts · Rating: 800 · first AC: 2016-07-09 · PyPy 2 (first AC) · Tags: implementation, math  
[ekzhang's solution](#)

**22.**

472A

[Design Tutorial: Learn from Math](#) · [Tutorial](#)

Quality: 70,772 global accepts · Rating: 800 · first AC: 2014-09-28 · Python 2 (first AC) · Tags: math, number theory  
[ekzhang's solution](#)

**23.**

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,812 global accepts · Rating: 800 · first AC: 2014-09-26 · Python 2 (first AC) · Tags: brute force, math  
[ekzhang's solution](#)

**24.**

469A

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

Quality: 121,198 global accepts · Rating: 800 · first AC: 2014-09-22 · Python 2 (first AC) · Tags: greedy, implementation  
[ekzhang's solution](#)

**25.**

99A

[Help Far Away Kingdom](#) · [Tutorial](#)

Quality: 7,724 global accepts · Rating: 800 · first AC: 2014-09-01 · Python 2 (first AC) · Tags: strings  
[ekzhang's solution](#)

**26.**

454A

[Little Pony and Crystal Mine](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 800 · first AC: 2014-08-01 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**27.**

448A

[Rewards](#) · [Tutorial](#)

Quality: 25,913 global accepts · Rating: 800 · first AC: 2014-07-17 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**28.**

447A

[DZY Loves Hash](#) · [Tutorial](#)

Quality: 10,283 global accepts · Rating: 800 · first AC: 2014-07-13 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**29.**

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**30.**

1175A

[From Hero to Zero](#) · [Tutorial](#)

Quality: 19,766 global accepts · Rating: 900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ekzhang's solution](#)

**31.**

1093B

[Letters Rearranging](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings, strings  
[ekzhang's solution](#)

**32.**

1025A

[Doggo Recoloring](#) · [Tutorial](#)

Quality: 16,527 global accepts · Rating: 900 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings  
[ekzhang's solution](#)

**33.**

133A

[HQ9+](#) · [Tutorial](#)

Quality: 125,007 global accepts · Rating: 900 · first AC: 2017-01-21 · Java 8 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**34.**

709A

[Juicer](#) · [Tutorial](#)

Quality: 37,962 global accepts · Rating: 900 · first AC: 2016-08-29 · PyPy 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**35.**

697A

[Pineapple Incident](#) · [Tutorial](#)

Quality: 13,352 global accepts · Rating: 900 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: implementation, math  
[ekzhang's solution](#)

**36.**

611A

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

Quality: 12,180 global accepts · Rating: 900 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**37.**

337A

[Puzzles](#) · [Tutorial](#)

Quality: 94,904 global accepts · Rating: 900 · first AC: 2014-08-21 · Python 2 (first AC) · Tags: greedy  
[ekzhang's solution](#)

**38.**

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,023 global accepts · Rating: 900 · first AC: 2014-08-20 · Python 2 (first AC) · Tags: brute force, implementation, math  
[ekzhang's solution](#)

**39.**

451A

[Game With Sticks](#) · [Tutorial](#)

Quality: 75,690 global accepts · Rating: 900 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**40.**

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,939 global accepts · Rating: 1000 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy  
[ekzhang's solution](#)

**41.**

1136B

[Nastya Is Playing Computer Games](#) · [Tutorial](#)

Quality: 12,273 global accepts · Rating: 1000 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ekzhang's solution](#)

**42.**

688B

[Lovely Palindromes](#) · [Tutorial](#)

Quality: 36,023 global accepts · Rating: 1000 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math  
[ekzhang's solution](#)

**43.**

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ekzhang's solution](#)

**44.**

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,759 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ekzhang's solution](#)

**45.**

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ekzhang's solution](#)

**46.**

322A

[Ciel and Dancing](#) · [Tutorial](#)

Quality: 8,943 global accepts · Rating: 1000 · first AC: 2016-09-04 · PyPy 2 (first AC) · Tags: greedy

[ekzhang's solution](#)

**47.**

420A

[Start Up](#) · [Tutorial](#)

Quality: 7,034 global accepts · Rating: 1000 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: implementation

[ekzhang's solution](#)

**48.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,198 global accepts · Rating: 1000 · first AC: 2014-05-26 · last AC: 2016-03-19 · Python 2 (first AC) · Tags: math

[ekzhang's solution](#)

**49.**

644A

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

Quality: 4,669 global accepts · Rating: 1000 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms

[ekzhang's solution](#)

**50.**

608A

[Saitama Destroys Hotel](#) · [Tutorial](#)

Quality: 9,916 global accepts · Rating: 1000 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: implementation, math

[ekzhang's solution](#)

**51.**

583A

[Asphalting Roads](#) · [Tutorial](#)

Quality: 11,760 global accepts · Rating: 1000 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: implementation

[ekzhang's solution](#)

**52.**

535A

[Tavas and Nafas](#) · [Tutorial](#)

Quality: 13,008 global accepts · Rating: 1000 · first AC: 2015-04-25 · GNU C++ (first AC) · Tags: brute force, implementation

[ekzhang's solution](#)

**53.**

400A

[Inna and Choose Options](#) · [Tutorial](#)

Quality: 6,865 global accepts · Rating: 1000 · first AC: 2015-02-24 · Java 8 (first AC) · Tags: implementation

[ekzhang's solution](#)

**54.**

499B

[Lecture](#) · [Tutorial](#)

Quality: 44,830 global accepts · Rating: 1000 · first AC: 2014-12-24 · Python 2 (first AC) · Tags: implementation, strings  
[ekzhang's solution](#)

**55.**

499A

[Watching a movie](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1000 · first AC: 2014-12-24 · Python 2 (first AC) · Tags: greedy, implementation  
[ekzhang's solution](#)

**56.**

476A

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

Quality: 51,612 global accepts · Rating: 1000 · first AC: 2014-12-24 · Java 7 (first AC) · Tags: implementation, math  
[ekzhang's solution](#)

**57.**

465B

[Inbox \(100500\)](#) · [Tutorial](#)

Quality: 10,870 global accepts · Rating: 1000 · first AC: 2014-09-07 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**58.**

450A

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

Quality: 44,402 global accepts · Rating: 1000 · first AC: 2014-07-25 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**59.**

58A

[Chat room](#) · [Tutorial](#)

Quality: 155,989 global accepts · Rating: 1000 · first AC: 2014-07-25 · Python 2 (first AC) · Tags: greedy, strings  
[ekzhang's solution](#)

**60.**

447B

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

Quality: 21,023 global accepts · Rating: 1000 · first AC: 2014-07-13 · Python 2 (first AC) · Tags: greedy, implementation  
[ekzhang's solution](#)

**61.**

2131C

[Make it Equal](#) · [Tutorial](#)

Quality: 21,618 global accepts · Rating: 1100 · first AC: 2025-08-21 · last AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory  
[ekzhang's solution](#)

**62.**

1115G1

[AND oracle](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 1100 · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**63.**

1001A

[Generate plus state or minus state](#) · [Tutorial](#)

Quality: 1,040 global accepts · Rating: 1100 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**64.**

686B

[Little Robber Girl's Zoo](#) · [Tutorial](#)

Quality: 8,011 global accepts · Rating: 1100 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, sortings

[ekzhang's solution](#)

**65.**

723B

[Text Document Analysis](#) · [Tutorial](#)

Quality: 10,856 global accepts · Rating: 1100 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: expression parsing, implementation, strings

[ekzhang's solution](#)

**66.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2016-07-19 · Python 2 (first AC) · Tags: —

[ekzhang's solution](#)

**67.**

534A

[Exam](#) · [Tutorial](#)

Quality: 12,926 global accepts · Rating: 1100 · first AC: 2015-04-12 · Java 8 (first AC) · Tags: constructive algorithms, implementation, math

[ekzhang's solution](#)

**68.**

368B

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

Quality: 49,899 global accepts · Rating: 1100 · first AC: 2015-02-24 · Java 7 (first AC) · Tags: data structures, dp

[ekzhang's solution](#)

**69.**

313B

[Ilya and Queries](#) · [Tutorial](#)

Quality: 54,502 global accepts · Rating: 1100 · first AC: 2014-08-22 · Python 2 (first AC) · Tags: dp, implementation

[ekzhang's solution](#)

**70.**

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ekzhang's solution](#)

**71.**

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[ekzhang's solution](#)

**72.**

1196B

[Odd Sum Segments](#) · [Tutorial](#)

Quality: 17,538 global accepts · Rating: 1200 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ekzhang's solution](#)

**73.**

1097B

[Petr and a Combination Lock](#) · [Tutorial](#)

Quality: 35,955 global accepts · Rating: 1200 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp

[ekzhang's solution](#)

**74.**

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[ekzhang's solution](#)

**75.**

23A

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

Quality: 6,303 global accepts · Rating: 1200 · first AC: 2019-02-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ekzhang's solution](#)

**76.**

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[ekzhang's solution](#)

**77.**

1043B

[Lost Array](#) · [Tutorial](#)

Quality: 6,551 global accepts · Rating: 1200 · first AC: 2018-12-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ekzhang's solution](#)

**78.**

1002D1

[Oracle for  \$f\(x\) = b \* x \bmod 2\$](#)  · [Tutorial](#)

Quality: 418 global accepts · Rating: 1200 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**79.**

1001H

[Oracle for  \$f\(x\) = \text{parity of the number of 1s in } x\$](#)  · [Tutorial](#)

Quality: 546 global accepts · Rating: 1200 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**80.**

134A

[Average Numbers](#) · [Tutorial](#)

Quality: 4,793 global accepts · Rating: 1200 · first AC: 2017-03-13 · PyPy 3 (first AC) · Tags: brute force, implementation

[ekzhang's solution](#)

**81.**

690D1

[The Wall \(easy\)](#) · [Tutorial](#)

Quality: 2,904 global accepts · Rating: 1200 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: —

[ekzhang's solution](#)

**82.**

583B

[Robot's Task](#) · [Tutorial](#)

Quality: 8,989 global accepts · Rating: 1200 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: greedy, implementation

[ekzhang's solution](#)

**83.**

264A

[Escape from Stones](#) · [Tutorial](#)

Quality: 11,814 global accepts · Rating: 1200 · first AC: 2015-06-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, two pointers

[ekzhang's solution](#)

**84.**

489B

[BerSU Ball](#) · [Tutorial](#)

Quality: 56,737 global accepts · Rating: 1200 · first AC: 2015-02-24 · Java 7 (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, sortings, two pointers

[ekzhang's solution](#)

**85.**

463A

[Caisa and Sugar](#) · [Tutorial](#)

Quality: 9,561 global accepts · Rating: 1200 · first AC: 2014-09-01 · Python 2 (first AC) · Tags: brute force, implementation

[ekzhang's solution](#)

86.

327A

[Flipping Game](#) · [Tutorial](#)

Quality: 49,905 global accepts · Rating: 1200 · first AC: 2014-08-22 · Python 2 (first AC) · Tags: brute force, dp, implementation  
[ekzhang's solution](#)

87.

454B

[Little Pony and Sort by Shift](#) · [Tutorial](#)

Quality: 19,164 global accepts · Rating: 1200 · first AC: 2014-08-01 · Python 2 (first AC) · Tags: implementation  
[ekzhang's solution](#)

88.

445A

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

Quality: 33,667 global accepts · Rating: 1200 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: dfs and similar, implementation  
[ekzhang's solution](#)

89.

1064C

[Oh Those Palindromes](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-07-10 · PyPy 3 (first AC) · Tags: constructive algorithms  
[ekzhang's solution](#)

90.

1093C

[Mishka and the Last Exam](#) · [Tutorial](#)

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ekzhang's solution](#)

91.

1002D2

[Oracle for  \$f\(x\) = b \* x + \(1 - b\) \* \(1 - x\) \bmod 2\$](#)  · [Tutorial](#)

Quality: 390 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

92.

1002B1

[Distinguish zero state and W state](#) · [Tutorial](#)

Quality: 488 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

93.

1002A2

[Generate superposition of zero state and a basis state](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 1300 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

94.

1001F

[Distinguish multi-qubit basis states](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 1300 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

95.

189A

[Cut Ribbon](#) · [Tutorial](#)

Quality: 80,879 global accepts · Rating: 1300 · first AC: 2015-02-24 · last AC: 2018-06-10 · Java 7 (first AC) · Tags: brute force, dp  
[ekzhang's solution](#)

96.

976B

[Lara Croft and the New Game](#) · [Tutorial](#)

Quality: 6,045 global accepts · Rating: 1300 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math  
[ekzhang's solution](#)

**97.**

962B

[Students in Railway Carriage](#) · [Tutorial](#)

Quality: 8,033 global accepts · Rating: 1300 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ekzhang's solution](#)

**98.**

962A

[Equator](#) · [Tutorial](#)

Quality: 13,432 global accepts · Rating: 1300 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ekzhang's solution](#)

**99.**

956A

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ekzhang's solution](#)

**100.**

840A

[Leha and Function](#) · [Tutorial](#)

Quality: 7,471 global accepts · Rating: 1300 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math, number theory, sortings

[ekzhang's solution](#)

**101.**

889A

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

Rating: 1300 · first AC: 2017-11-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, trees

[ekzhang's solution](#)

**102.**

690C1

[Brain Network \(easy\)](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 1300 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: —

[ekzhang's solution](#)

**103.**

690F1

[Tree of Life \(easy\)](#) · [Tutorial](#)

Quality: 2,422 global accepts · Rating: 1300 · first AC: 2016-07-10 · PyPy 2 (first AC) · Tags: —

[ekzhang's solution](#)

**104.**

611B

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

Quality: 11,065 global accepts · Rating: 1300 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[ekzhang's solution](#)

**105.**

588B

[Duff in Love](#) · [Tutorial](#)

Quality: 14,992 global accepts · Rating: 1300 · first AC: 2015-10-23 · GNU C++11 (first AC) · Tags: math

[ekzhang's solution](#)

**106.**

573A

[Bear and Poker](#) · [Tutorial](#)

Quality: 18,202 global accepts · Rating: 1300 · first AC: 2015-09-03 · GNU C++11 (first AC) · Tags: implementation, math, number theory

[ekzhang's solution](#)

**107.**

476B

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

Quality: 37,025 global accepts · Rating: 1300 · first AC: 2015-02-24 · Java 7 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math,

probabilities

[ekzhang's solution](#)

**108.**

472B

[Design Tutorial: Learn from Life](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1300 · first AC: 2014-09-28 · Python 2 (first AC) · Tags: —

[ekzhang's solution](#)

**109.**

99B

[Help Chef Gerasim](#) · [Tutorial](#)

Quality: 3,212 global accepts · Rating: 1300 · first AC: 2014-09-01 · Python 2 (first AC) · Tags: implementation, sortings

[ekzhang's solution](#)

**110.**

451B

[Sort the Array](#) · [Tutorial](#)

Quality: 52,869 global accepts · Rating: 1300 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: implementation, sortings

[ekzhang's solution](#)

**111.**

450B

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

Quality: 28,826 global accepts · Rating: 1300 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: implementation, math

[ekzhang's solution](#)

**112.**

2131E

[Adjacent XOR](#) · [Tutorial](#)

Quality: 17,120 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy

[ekzhang's solution](#)

**113.**

2131D

[Arboris Contractio](#) · [Tutorial](#)

Quality: 14,324 global accepts · Rating: 1400 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, graphs, greedy, trees

[ekzhang's solution](#)

**114.**

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[ekzhang's solution](#)

**115.**

1183D

[Candy Box \(easy version\)](#) · [Tutorial](#)

Quality: 20,420 global accepts · Rating: 1400 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ekzhang's solution](#)

**116.**

1097C

[Yuhao and a Parenthesis](#) · [Tutorial](#)

Quality: 8,785 global accepts · Rating: 1400 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ekzhang's solution](#)

**117.**

1156A

[Inscribed Figures](#) · [Tutorial](#)

Quality: 8,709 global accepts · Rating: 1400 · first AC: 2019-05-17 · GNU C++11 (first AC) · Tags: geometry

[ekzhang's solution](#)

**118.**

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ekzhang's solution](#)

**119.**

1001G

[Oracle for  \$f\(x\) = k\$ -th element of  \$x\$](#)  · [Tutorial](#)

Quality: 552 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**120.**

1001D

[Distinguish plus state and minus state](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**121.**

1001C

[Generate GHZ state](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**122.**

1001B

[Generate Bell state](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 1400 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**123.**

962C

[Make a Square](#) · [Tutorial](#)

Quality: 8,357 global accepts · Rating: 1400 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math  
[ekzhang's solution](#)

**124.**

866A

[Save the problem!](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-10-02 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms, math  
[ekzhang's solution](#)

**125.**

805D

[Minimum number of steps](#) · [Tutorial](#)

Rating: 1400 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics  
[ekzhang's solution](#)

**126.**

698A

[Vacations](#) · [Tutorial](#)

Quality: 37,942 global accepts · Rating: 1400 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: dp  
[ekzhang's solution](#)

**127.**

697B

[Barnicle](#) · [Tutorial](#)

Quality: 5,988 global accepts · Rating: 1400 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math, strings  
[ekzhang's solution](#)

**128.**

689A

[Mike and Cellphone](#) · [Tutorial](#)

Quality: 5,489 global accepts · Rating: 1400 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation  
[ekzhang's solution](#)

**129.**

679A

[Bear and Prime 100](#) · [Tutorial](#)

Quality: 15,449 global accepts · Rating: 1400 · first AC: 2016-06-19 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math  
[ekzhang's solution](#)

**130.**

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,640 global accepts · Rating: 1400 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: data structures, geometry, math  
[ekzhang's solution](#)

**131.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[ekzhang's solution](#)

**132.**

538A

[Cutting Banner](#) · [Tutorial](#)

Quality: 7,379 global accepts · Rating: 1400 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, implementation

[ekzhang's solution](#)

**133.**

534B

[Covered Path](#) · [Tutorial](#)

Quality: 11,347 global accepts · Rating: 1400 · first AC: 2015-04-12 · Java 8 (first AC) · Tags: dp, greedy, math

[ekzhang's solution](#)

**134.**

489C

[Given Length and Sum of Digits...](#) · [Tutorial](#)

Quality: 51,680 global accepts · Rating: 1400 · first AC: 2015-02-24 · Java 7 (first AC) · Tags: dp, greedy, implementation

[ekzhang's solution](#)

**135.**

379C

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

Quality: 7,047 global accepts · Rating: 1400 · first AC: 2014-10-10 · Python 2 (first AC) · Tags: greedy, sortings

[ekzhang's solution](#)

**136.**

448B

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

Quality: 17,314 global accepts · Rating: 1400 · first AC: 2014-07-17 · Python 2 (first AC) · Tags: implementation, strings

[ekzhang's solution](#)

**137.**

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ekzhang's solution](#)

**138.**

1196C

[Robot Breakout](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1500 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ekzhang's solution](#)

**139.**

1179A

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

Quality: 11,798 global accepts · Rating: 1500 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ekzhang's solution](#)

**140.**

1169B

[Pairs](#) · [Tutorial](#)

Quality: 10,733 global accepts · Rating: 1500 · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: graphs, implementation

[ekzhang's solution](#)

**141.**

1158A

[The Party and Sweets](#) · [Tutorial](#)

Quality: 8,337 global accepts · Rating: 1500 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, sortings, two pointers

[ekzhang's solution](#)

**142.**

1136C

[Nastya Is Transposing Matrices](#) · [Tutorial](#)

Quality: 8,028 global accepts · Rating: 1500 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[ekzhang's solution](#)

**143.**

1002E1

[Bernstein-Vazirani algorithm](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**144.**

1002A3

[Generate superposition of two basis states](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 1500 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**145.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[ekzhang's solution](#)

**146.**

976C

[Nested Segments](#) · [Tutorial](#)

Quality: 10,638 global accepts · Rating: 1500 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ekzhang's solution](#)

**147.**

868C

[Qualification Rounds](#) · [Tutorial](#)

Quality: 5,026 global accepts · Rating: 1500 · first AC: 2017-10-05 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp

[ekzhang's solution](#)

**148.**

190C

[STL](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1500 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar

[ekzhang's solution](#)

**149.**

293A

[Weird Game](#) · [Tutorial](#)

Quality: 3,196 global accepts · Rating: 1500 · first AC: 2017-06-10 · last AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy

[ekzhang's solution](#)

**150.**

744A

[Hongcow Builds A Nation](#) · [Tutorial](#)

Quality: 9,729 global accepts · Rating: 1500 · first AC: 2016-12-24 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ekzhang's solution](#)

**151.**

456C

[Boredom](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-09-04 · PyPy 2 (first AC) · Tags: dp  
[ekzhang's solution](#)

**152.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,632 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math  
[ekzhang's solution](#)

**153.**

702C

[Cellular Network](#) · [Tutorial](#)

Quality: 22,887 global accepts · Rating: 1500 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers  
[ekzhang's solution](#)

**154.**

690C2

[Brain Network \(medium\)](#) · [Tutorial](#)

Quality: 5,010 global accepts · Rating: 1500 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[ekzhang's solution](#)

**155.**

697C

[Lorenzo Von Matterhorn](#) · [Tutorial](#)

Rating: 1500 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, trees  
[ekzhang's solution](#)

**156.**

687A

[NP-Hard Problem](#) · [Tutorial](#)

Quality: 16,483 global accepts · Rating: 1500 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs  
[ekzhang's solution](#)

**157.**

611C

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

Quality: 9,009 global accepts · Rating: 1500 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: dp, implementation  
[ekzhang's solution](#)

**158.**

608B

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

Quality: 7,462 global accepts · Rating: 1500 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: combinatorics, strings  
[ekzhang's solution](#)

**159.**

255C

[Almost Arithmetical Progression](#) · [Tutorial](#)

Quality: 5,050 global accepts · Rating: 1500 · first AC: 2015-09-05 · GNU C++11 (first AC) · Tags: brute force, dp  
[ekzhang's solution](#)

**160.**

566F

[Clique in the Divisibility Graph](#) · [Tutorial](#)

Quality: 4,301 global accepts · Rating: 1500 · first AC: 2015-08-03 · GNU C++11 (first AC) · Tags: dp, math, number theory  
[ekzhang's solution](#)

**161.**

555A

[Case of Matryoshkas](#) · [Tutorial](#)

Quality: 6,683 global accepts · Rating: 1500 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: implementation

[ekzhang's solution](#)

**162.**

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2015-06-22 · GNU C++11 (first AC) · Tags: dp, number theory

[ekzhang's solution](#)

**163.**

550A

[Two Substrings](#) · [Tutorial](#)

Quality: 43,642 global accepts · Rating: 1500 · first AC: 2015-06-07 · Python 3 (first AC) · Tags: brute force, dp, greedy, implementation, strings

[ekzhang's solution](#)

**164.**

455A

[Boredom](#) · [Tutorial](#)

Quality: 71,976 global accepts · Rating: 1500 · first AC: 2014-10-01 · Python 2 (first AC) · Tags: dp

[ekzhang's solution](#)

**165.**

468A

[24 Game](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1500 · first AC: 2014-09-22 · Python 2 (first AC) · Tags: constructive algorithms, greedy, math

[ekzhang's solution](#)

**166.**

460B

[Little Dima and Equation](#) · [Tutorial](#)

Quality: 13,372 global accepts · Rating: 1500 · first AC: 2014-08-20 · Python 2 (first AC) · Tags: brute force, implementation, math, number theory

[ekzhang's solution](#)

**167.**

1567C

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

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-15 · PyPy 3 (first AC) · Tags: bitmasks, combinatorics, dp, math

[ekzhang's solution](#)

**168.**

1196D2

[RGB Substring \(hard version\)](#) · [Tutorial](#)

Quality: 10,436 global accepts · Rating: 1600 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, implementation, two pointers

[ekzhang's solution](#)

**169.**

1188A1

[Add on a Tree](#) · [Tutorial](#)

Quality: 8,935 global accepts · Rating: 1600 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: trees

[ekzhang's solution](#)

**170.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy

[ekzhang's solution](#)

**171.**

1175B

[Catch Overflow!](#) · [Tutorial](#)

Quality: 12,432 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, expression parsing, implementation

[ekzhang's solution](#)

**172.**

1115G3

[Palindrome checker oracle](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 1600 · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**173.**

1115G2

[OR oracle](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 1600 · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**174.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[ekzhang's solution](#)

**175.**

1025C

[Plasticine zebra](#) · [Tutorial](#)

Quality: 6,491 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ekzhang's solution](#)

**176.**

1025B

[Weakened Common Divisor](#) · [Tutorial](#)

Quality: 8,509 global accepts · Rating: 1600 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, number theory  
[ekzhang's solution](#)

**177.**

1002D3

[Oracle for majority function](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**178.**

1002B3

[Distinguish four 2-qubit states](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**179.**

1002B2

[Distinguish GHZ state and W state](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 1600 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**180.**

1001E

[Distinguish Bell states](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 1600 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**181.**

993A

[Two Squares](#) · [Tutorial](#)

Quality: 4,461 global accepts · Rating: 1600 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry, implementation  
[ekzhang's solution](#)

**182.**

986A

[Fair](#) · [Tutorial](#)

Quality: 8,332 global accepts · Rating: 1600 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, number theory,

shortest paths

[ekzhang's solution](#)

**183.**

962D

[Merge Equals](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1600 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation

[ekzhang's solution](#)

**184.**

956B

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, two pointers

[ekzhang's solution](#)

**185.**

947B

[Producing Snow](#) · [Tutorial](#)

Rating: 1600 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation

[ekzhang's solution](#)

**186.**

906A

[Shockers](#) · [Tutorial](#)

Quality: 4,420 global accepts · Rating: 1600 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ekzhang's solution](#)

**187.**

830B

[Cards Sorting](#) · [Tutorial](#)

Quality: 3,055 global accepts · Rating: 1600 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, sortings

[ekzhang's solution](#)

**188.**

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, math

[ekzhang's solution](#)

**189.**

372A

[Counting Kangaroos is Fun](#) · [Tutorial](#)

Quality: 15,594 global accepts · Rating: 1600 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, two pointers

[ekzhang's solution](#)

**190.**

735C

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

Quality: 7,965 global accepts · Rating: 1600 · first AC: 2016-12-03 · Python 2 (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[ekzhang's solution](#)

**191.**

735D

[Taxes](#) · [Tutorial](#)

Quality: 15,747 global accepts · Rating: 1600 · first AC: 2016-12-03 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ekzhang's solution](#)

**192.**

712C

[Memory and De-Evolution](#) · [Tutorial](#)

Quality: 6,202 global accepts · Rating: 1600 · first AC: 2016-09-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ekzhang's solution](#)

**193.**

706C

[Hard problem](#) · [Tutorial](#)

Quality: 19,364 global accepts · Rating: 1600 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: dp, strings

[ekzhang's solution](#)

**194.**

704A

[Thor](#) · [Tutorial](#)

Quality: 10,213 global accepts · Rating: 1600 · first AC: 2016-08-14 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[ekzhang's solution](#)

**195.**

678C

[Joty and Chocolate](#) · [Tutorial](#)

Quality: 11,046 global accepts · Rating: 1600 · first AC: 2016-07-09 · PyPy 2 (first AC) · Tags: implementation, math, number theory

[ekzhang's solution](#)

**196.**

678B

[The Same Calendar](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 1600 · first AC: 2016-07-09 · PyPy 2 (first AC) · Tags: implementation

[ekzhang's solution](#)

**197.**

689B

[Mike and Shortcuts](#) · [Tutorial](#)

Quality: 6,611 global accepts · Rating: 1600 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[ekzhang's solution](#)

**198.**

608C

[Chain Reaction](#) · [Tutorial](#)

Rating: 1600 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp

[ekzhang's solution](#)

**199.**

573B

[Bear and Blocks](#) · [Tutorial](#)

Quality: 6,352 global accepts · Rating: 1600 · first AC: 2015-09-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, math

[ekzhang's solution](#)

**200.**

559A

[Gerald's Hexagon](#) · [Tutorial](#)

Quality: 10,908 global accepts · Rating: 1600 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: brute force, geometry, math

[ekzhang's solution](#)

**201.**

538C

[Tourist's Notes](#) · [Tutorial](#)

Quality: 6,140 global accepts · Rating: 1600 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: binary search, brute force, greedy, implementation, math

[ekzhang's solution](#)

**202.**

534C

[Polycarpus' Dice](#) · [Tutorial](#)

Quality: 5,275 global accepts · Rating: 1600 · first AC: 2015-04-12 · Java 8 (first AC) · Tags: math

[ekzhang's solution](#)

**203.**

454C

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

Rating: 1600 · first AC: 2014-08-01 · Python 2 (first AC) · Tags: combinatorics, math, probabilities

[ekzhang's solution](#)

**204.**

1578H

[Higher Order Functions](#) · [Tutorial](#)

Quality: 2,170 global accepts · Rating: 1700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[ekzhang's solution](#)

**205.**

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ekzhang's solution](#)

**206.**

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dsu  
[ekzhang's solution](#)

**207.**

1091D

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

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[ekzhang's solution](#)

**208.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,327 global accepts · Rating: 1700 · first AC: 2018-12-18 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ekzhang's solution](#)

**209.**

1002C1

[Distinguish zero state and plus state with minimum error](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**210.**

1002B4

[Distinguish four 2-qubit states - 2](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 1700 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**211.**

1001I

[Deutsch-Jozsa algorithm](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 1700 · first AC: 2018-07-01 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**212.**

956C

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation  
[ekzhang's solution](#)

**213.**

947A

[Primal Sport](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory  
[ekzhang's solution](#)

**214.**

686C

[Robbers' watch](#) · [Tutorial](#)

Rating: 1700 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, math  
[ekzhang's solution](#)

**215.**

833A

[The Meaningless Game](#) · [Tutorial](#)

Quality: 6,564 global accepts · Rating: 1700 · first AC: 2017-07-30 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[ekzhang's solution](#)

**216.**

769D

[k-Interesting Pairs Of Integers](#) · [Tutorial](#)

Quality: 2,555 global accepts · Rating: 1700 · first AC: 2017-07-26 · last AC: 2017-07-26 · C++14 (GCC 6-32) (first AC) · Tags: \*special, bitmasks, brute force, meet-in-the-middle  
[ekzhang's solution](#)

**217.**

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2017-07-24 · Java 8 (first AC) · Tags: binary search, greedy, sortings  
[ekzhang's solution](#)

**218.**

815A

[Karen and Game](#) · [Tutorial](#)

Quality: 5,888 global accepts · Rating: 1700 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation  
[ekzhang's solution](#)

**219.**

813C

[The Tag Game](#) · [Tutorial](#)

Quality: 8,140 global accepts · Rating: 1700 · first AC: 2017-06-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs  
[ekzhang's solution](#)

**220.**

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,841 global accepts · Rating: 1700 · first AC: 2017-04-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings  
[ekzhang's solution](#)

**221.**

739A

[Alyona and mex](#) · [Tutorial](#)

Quality: 8,455 global accepts · Rating: 1700 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ekzhang's solution](#)

**222.**

711C

[Coloring Trees](#) · [Tutorial](#)

Quality: 9,345 global accepts · Rating: 1700 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ekzhang's solution](#)

**223.**

698B

[Fix a Tree](#) · [Tutorial](#)

Quality: 6,183 global accepts · Rating: 1700 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, trees  
[ekzhang's solution](#)

**224.**

690B1

[Recover Polygon \(easy\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 1700 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**225.**

697D

[Puzzles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: —

[ekzhang's solution](#)

**226.**

678D

[Iterated Linear Function](#) · [Tutorial](#)

Quality: 5,404 global accepts · Rating: 1700 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: math, number theory

[ekzhang's solution](#)

**227.**

689C

[Mike and Chocolate Thieves](#) · [Tutorial](#)

Quality: 6,174 global accepts · Rating: 1700 · first AC: 2016-07-07 · GNU C++11 (first AC) · Tags: binary search, combinatorics, math

[ekzhang's solution](#)

**228.**

656B

[Scrambled](#) · [Tutorial](#)

Quality: 1,768 global accepts · Rating: 1700 · first AC: 2016-04-01 · GNU C++11 (first AC) · Tags: \*special, implementation

[ekzhang's solution](#)

**229.**

644B

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

Quality: 2,845 global accepts · Rating: 1700 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, constructive algorithms, data structures, two pointers

[ekzhang's solution](#)

**230.**

583C

[GCD Table](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-10-03 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[ekzhang's solution](#)

**231.**

559B

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

Quality: 11,674 global accepts · Rating: 1700 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: divide and conquer, hashing, sortings, strings

[ekzhang's solution](#)

**232.**

460C

[Present](#) · [Tutorial](#)

Quality: 6,786 global accepts · Rating: 1700 · first AC: 2015-01-04 · Java 7 (first AC) · Tags: binary search, data structures, greedy

[ekzhang's solution](#)

**233.**

499C

[Crazy Town](#) · [Tutorial](#)

Rating: 1700 · first AC: 2015-01-02 · Python 2 (first AC) · Tags: geometry, math

[ekzhang's solution](#)

**234.**

498A

[Crazy Town](#) · [Tutorial](#)

Quality: 6,876 global accepts · Rating: 1700 · first AC: 2015-01-02 · Python 2 (first AC) · Tags: geometry

[ekzhang's solution](#)

**235.**

99C

[Help Victoria the Wise](#) · [Tutorial](#)

Rating: 1700 · first AC: 2014-09-01 · Python 2 (first AC) · Tags: brute force

[ekzhang's solution](#)

**236.**

451C

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

Quality: 3,580 global accepts · Rating: 1700 · first AC: 2014-07-24 · Python 2 (first AC) · Tags: brute force, implementation, math  
[ekzhang's solution](#)

**237.**

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math  
[ekzhang's solution](#)

**238.**

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,358 global accepts · Rating: 1800 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings  
[ekzhang's solution](#)

**239.**

1196E

[Connected Component on a Chessboard](#) · [Tutorial](#)

Quality: 3,915 global accepts · Rating: 1800 · first AC: 2019-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation  
[ekzhang's solution](#)

**240.**

1179B

[Tolik and His Uncle](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 1800 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[ekzhang's solution](#)

**241.**

1156B

[Ugly Pairs](#) · [Tutorial](#)

Quality: 6,576 global accepts · Rating: 1800 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation, sortings, strings  
[ekzhang's solution](#)

**242.**

1136D

[Nastya Is Buying Lunch](#) · [Tutorial](#)

Quality: 4,001 global accepts · Rating: 1800 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: greedy  
[ekzhang's solution](#)

**243.**

1067B

[Multihedgehog](#) · [Tutorial](#)

Quality: 2,860 global accepts · Rating: 1800 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, shortest paths  
[ekzhang's solution](#)

**244.**

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2018-07-27 · C++14 (GCC 6-32) (first AC) · Tags: number theory  
[ekzhang's solution](#)

**245.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[ekzhang's solution](#)

**246.**

1002C2

[Distinguish zero state and plus state without errors](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 1800 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**247.**

986B

[Petr and Permutations](#) · [Tutorial](#)

Quality: 5,054 global accepts · Rating: 1800 · first AC: 2018-06-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math  
[ekzhang's solution](#)

**248.**

947C

[Perfect Security](#) · [Tutorial](#)

Rating: 1800 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings, trees  
[ekzhang's solution](#)

**249.**

894B

[Ralph And His Magic Field](#) · [Tutorial](#)

Quality: 4,699 global accepts · Rating: 1800 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, number theory  
[ekzhang's solution](#)

**250.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,228 global accepts · Rating: 1800 · first AC: 2017-07-13 · last AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings  
[ekzhang's solution](#)

**251.**

778B

[Bitwise Formula](#) · [Tutorial](#)

Quality: 2,538 global accepts · Rating: 1800 · first AC: 2017-03-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, expression parsing, implementation  
[ekzhang's solution](#)

**252.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2016-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs  
[ekzhang's solution](#)

**253.**

706D

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

Quality: 12,585 global accepts · Rating: 1800 · first AC: 2016-08-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, trees  
[ekzhang's solution](#)

**254.**

700B

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

Quality: 4,641 global accepts · Rating: 1800 · first AC: 2016-07-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees  
[ekzhang's solution](#)

**255.**

690D2

[The Wall \(medium\)](#) · [Tutorial](#)

Quality: 1,461 global accepts · Rating: 1800 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: combinatorics  
[ekzhang's solution](#)

**256.**

420B

[Online Meeting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 1800 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: implementation  
[ekzhang's solution](#)

**257.**

687B

[Remainders Game](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 1800 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory

[ekzhang's solution](#)

**258.**

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[ekzhang's solution](#)

**259.**

610C

[Harmony Analysis](#) · [Tutorial](#)

Quality: 2,963 global accepts · Rating: 1800 · first AC: 2015-12-28 · GNU C++11 (first AC) · Tags: constructive algorithms

[ekzhang's solution](#)

**260.**

538D

[Weird Chess](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 1800 · first AC: 2015-04-26 · Java 8 (first AC) · Tags: brute force, constructive algorithms, implementation

[ekzhang's solution](#)

**261.**

2131F

[Unjust Binary Life](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[ekzhang's solution](#)

**262.**

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[ekzhang's solution](#)

**263.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ekzhang's solution](#)

**264.**

1175D

[Array Splitting](#) · [Tutorial](#)

Quality: 7,066 global accepts · Rating: 1900 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ekzhang's solution](#)

**265.**

1067A

[Array Without Local Maximums](#) · [Tutorial](#)

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ekzhang's solution](#)

**266.**

1002E2

[Another array reconstruction algorithm](#) · [Tutorial](#)

Quality: 209 global accepts · Rating: 1900 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**267.**

1002A4

[Generate W state](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 1900 · first AC: 2018-07-06 · Q# (first AC) · Tags: \*special

[ekzhang's solution](#)

**268.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[ekzhang's solution](#)

**269.**

686D

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

Rating: 1900 · first AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees

[ekzhang's solution](#)

**270.**

909E

[Coprocessor](#) · [Tutorial](#)

Quality: 2,462 global accepts · Rating: 1900 · first AC: 2017-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy

[ekzhang's solution](#)

**271.**

702D

[Road to Post Office](#) · [Tutorial](#)

Quality: 3,736 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: math

[ekzhang's solution](#)

**272.**

613B

[Skills](#) · [Tutorial](#)

Quality: 2,476 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings, two pointers

[ekzhang's solution](#)

**273.**

613A

[Peter and Snow Blower](#) · [Tutorial](#)

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, ternary search

[ekzhang's solution](#)

**274.**

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[ekzhang's solution](#)

**275.**

866B

[Ordering Pizza](#) · [Tutorial](#)

Rating: 1900 · first AC: 2017-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ekzhang's solution](#)

**276.**

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2017-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[ekzhang's solution](#)

**277.**

372B

[Counting Rectangles is Fun](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 1900 · first AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp

[ekzhang's solution](#)

**278.**

134B

[Pairs of Numbers](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 1900 · first AC: 2017-03-13 · PyPy 3 (first AC) · Tags: brute force, dfs and similar, math, number theory  
[ekzhang's solution](#)

**279.**

757C

[Felicity is Coming!](#) · [Tutorial](#)

Quality: 2,465 global accepts · Rating: 1900 · first AC: 2017-01-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, strings  
[ekzhang's solution](#)

**280.**

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,881 global accepts · Rating: 1900 · first AC: 2016-12-21 · Java 8 (first AC) · Tags: graphs, shortest paths  
[ekzhang's solution](#)

**281.**

739B

[Alyona and a tree](#) · [Tutorial](#)

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[ekzhang's solution](#)

**282.**

708B

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

Quality: 3,440 global accepts · Rating: 1900 · first AC: 2016-09-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ekzhang's solution](#)

**283.**

711D

[Directed Roads](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1900 · first AC: 2016-09-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math  
[ekzhang's solution](#)

**284.**

557C

[Arthur and Table](#) · [Tutorial](#)

Quality: 4,214 global accepts · Rating: 1900 · first AC: 2016-08-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, math, sortings  
[ekzhang's solution](#)

**285.**

420C

[Bug in Code](#) · [Tutorial](#)

Quality: 1,394 global accepts · Rating: 1900 · first AC: 2016-07-17 · GNU C++11 (first AC) · Tags: data structures, graphs, implementation, two pointers  
[ekzhang's solution](#)

**286.**

687C

[The Values You Can Make](#) · [Tutorial](#)

Quality: 8,344 global accepts · Rating: 1900 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: dp  
[ekzhang's solution](#)

**287.**

656A

[Da Vinci Powers](#) · [Tutorial](#)

Quality: 3,815 global accepts · Rating: 1900 · first AC: 2016-04-01 · PyPy 3 (first AC) · Tags: \*special  
[ekzhang's solution](#)

**288.**

650B

[Image Preview](#) · [Tutorial](#)

Quality: 3,491 global accepts · Rating: 1900 · first AC: 2016-03-29 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, two pointers  
[ekzhang's solution](#)

**289.**

582B

[Once Again...](#) · [Tutorial](#)

Quality: 3,643 global accepts · Rating: 1900 · first AC: 2016-01-17 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, matrices  
[ekzhang's solution](#)

**290.**

608D

[Zuma](#) · [Tutorial](#)

Rating: 1900 · first AC: 2015-12-23 · GNU C++11 (first AC) · Tags: dp  
[ekzhang's solution](#)

**291.**

547B

[Mike and Feet](#) · [Tutorial](#)

Quality: 10,898 global accepts · Rating: 1900 · first AC: 2015-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, dsu  
[ekzhang's solution](#)

**292.**

331B2

[Shave Beaver!](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 1900 · first AC: 2015-06-14 · GNU C++11 (first AC) · Tags: data structures  
[ekzhang's solution](#)

**293.**

534D

[Handshakes](#) · [Tutorial](#)

Quality: 2,575 global accepts · Rating: 1900 · first AC: 2015-04-12 · Java 8 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy  
[ekzhang's solution](#)

**294.**

2131G

[Wafu!](#) · [Tutorial](#)

Quality: 3,772 global accepts · Rating: 2000 · first AC: 2025-08-21 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dp, math  
[ekzhang's solution](#)

**295.**

1567D

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

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[ekzhang's solution](#)

**296.**

1183G

[Candy Box \(hard version\)](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ekzhang's solution](#)

**297.**

1183E

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

Quality: 5,422 global accepts · Rating: 2000 · first AC: 2019-06-26 · last AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, implementation, shortest paths  
[ekzhang's solution](#)

**298.**

1156C

[Match Points](#) · [Tutorial](#)

Quality: 6,669 global accepts · Rating: 2000 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search, two pointers

[ekzhang's solution](#)

**299.**

1090I

[Minimal Product](#) · [Tutorial](#)

Quality: 1,178 global accepts · Rating: 2000 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[ekzhang's solution](#)

**300.**

1090K

[Right Expansion Of The Mind](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2000 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: math

[ekzhang's solution](#)

**301.**

1090L

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

Quality: 1,420 global accepts · Rating: 2000 · first AC: 2018-12-14 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ekzhang's solution](#)

**302.**

1082E

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

Quality: 6,343 global accepts · Rating: 2000 · first AC: 2018-12-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy

[ekzhang's solution](#)

**303.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2018-07-30 · last AC: 2018-07-30 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[ekzhang's solution](#)

**304.**

264C

[Choosing Balls](#) · [Tutorial](#)

Quality: 3,277 global accepts · Rating: 2000 · first AC: 2018-07-25 · C++14 (GCC 6-32) (first AC) · Tags: dp

[ekzhang's solution](#)

**305.**

997B

[Roman Digits](#) · [Tutorial](#)

Quality: 3,140 global accepts · Rating: 2000 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, greedy, math

[ekzhang's solution](#)

**306.**

889B

[Restoration of string](#) · [Tutorial](#)

Rating: 2000 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, strings

[ekzhang's solution](#)

**307.**

843B

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

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, interactive, probabilities

[ekzhang's solution](#)

**308.**

842C

[Ilya And The Tree](#) · [Tutorial](#)

Quality: 3,762 global accepts · Rating: 2000 · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, number theory, trees

[ekzhang's solution](#)

**309.**

237E

[Build String](#) · [Tutorial](#)

Quality: 2,006 global accepts · Rating: 2000 · first AC: 2017-06-04 · last AC: 2017-06-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ekzhang's solution](#)

**310.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ekzhang's solution](#)

**311.**

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,751 global accepts · Rating: 2000 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ekzhang's solution](#)

**312.**

749D

[Leaving Auction](#) · [Tutorial](#)

Quality: 2,711 global accepts · Rating: 2000 · first AC: 2016-12-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ekzhang's solution](#)

**313.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2016-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[ekzhang's solution](#)

**314.**

671B

[Robin Hood](#) · [Tutorial](#)

Quality: 3,289 global accepts · Rating: 2000 · first AC: 2016-08-20 · last AC: 2016-08-20 · GNU C++11 (first AC) · Tags: binary search, greedy

[ekzhang's solution](#)

**315.**

697E

[PLEASE](#) · [Tutorial](#)

Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[ekzhang's solution](#)

**316.**

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2016-07-14 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation

[ekzhang's solution](#)

**317.**

666B

[World Tour](#) · [Tutorial](#)

Quality: 2,391 global accepts · Rating: 2000 · first AC: 2016-05-02 · GNU C++11 (first AC) · Tags: graphs, shortest paths

[ekzhang's solution](#)

**318.**

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2016-04-02 · GNU C++11 (first AC) · Tags: \*special

[ekzhang's solution](#)

**319.**

611D

[New Year and Ancient Prophecy](#) · [Tutorial](#)

Quality: 2,745 global accepts · Rating: 2000 · first AC: 2016-01-01 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[ekzhang's solution](#)

**320.**

346B

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

Quality: 4,260 global accepts · Rating: 2000 · first AC: 2015-08-19 · GNU C++11 (first AC) · Tags: dp, strings

[ekzhang's solution](#)

**321.**

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: dfs and similar

[ekzhang's solution](#)

**322.**

557D

[Vitaly and Cycle](#) · [Tutorial](#)

Quality: 2,380 global accepts · Rating: 2000 · first AC: 2015-08-04 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math

[ekzhang's solution](#)

**323.**

555B

[Case of Fugitive](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 2000 · first AC: 2015-07-27 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[ekzhang's solution](#)

**324.**

526C

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

Quality: 2,650 global accepts · Rating: 2000 · first AC: 2015-04-12 · Java 8 (first AC) · Tags: brute force, greedy, math

[ekzhang's solution](#)

**325.**

2B

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

Quality: 12,947 global accepts · Rating: 2000 · first AC: 2015-01-02 · Java 7 (first AC) · Tags: dp, math

[ekzhang's solution](#)

**326.**

1267K

[Key Storage](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 2100 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ekzhang's solution](#)

**327.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[ekzhang's solution](#)

**328.**

1183F

[Topforces Strikes Back](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2100 · first AC: 2019-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, sortings

[ekzhang's solution](#)

**329.**

1158C

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

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, math, sortings

[ekzhang's solution](#)

**330.**

1098B

[Nice table](#) · [Tutorial](#)

Quality: 1,797 global accepts · Rating: 2100 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[ekzhang's solution](#)

**331.**

1025D

[Recovering BST](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, math, number theory, trees

[ekzhang's solution](#)

**332.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[ekzhang's solution](#)

**333.**

1005F

[Berland and the Shortest Paths](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2100 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[ekzhang's solution](#)

**334.**

993C

[Careful Maneuvering](#) · [Tutorial](#)

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, geometry

[ekzhang's solution](#)

**335.**

976E

[Well played!](#) · [Tutorial](#)

Quality: 2,552 global accepts · Rating: 2100 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ekzhang's solution](#)

**336.**

840B

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

Quality: 2,807 global accepts · Rating: 2100 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, graphs

[ekzhang's solution](#)

**337.**

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[ekzhang's solution](#)

**338.**

837E

[Vasya's Function](#) · [Tutorial](#)

Quality: 2,065 global accepts · Rating: 2100 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, math

[ekzhang's solution](#)

**339.**

821E

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

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2017-06-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[ekzhang's solution](#)

**340.**

372C

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

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math  
[ekzhang's solution](#)

**341.**

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2017-04-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar  
[ekzhang's solution](#)

**342.**

781C

[Underground Lab](#) · [Tutorial](#)

Rating: 2100 · first AC: 2017-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, trees  
[ekzhang's solution](#)

**343.**

631D

[Messenger](#) · [Tutorial](#)

Quality: 2,390 global accepts · Rating: 2100 · first AC: 2016-12-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, implementation, string suffix structures, strings  
[ekzhang's solution](#)

**344.**

702E

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

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: data structures, graphs  
[ekzhang's solution](#)

**345.**

690D3

[The Wall \(hard\)](#) · [Tutorial](#)

Quality: 630 global accepts · Rating: 2100 · first AC: 2016-07-20 · GNU C++11 (first AC) · Tags: dp  
[ekzhang's solution](#)

**346.**

689D

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

Quality: 4,102 global accepts · Rating: 2100 · first AC: 2016-07-10 · GNU C++11 (first AC) · Tags: binary search, data structures  
[ekzhang's solution](#)

**347.**

675C

[Money Transfers](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2016-05-28 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings  
[ekzhang's solution](#)

**348.**

644C

[Hostname Aliases](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2100 · first AC: 2016-03-17 · GNU C++11 (first AC) · Tags: \*special, binary search, data structures, implementation, sortings, strings  
[ekzhang's solution](#)

**349.**

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings  
[ekzhang's solution](#)

**350.**

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[ekzhang's solution](#)

**351.**

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[ekzhang's solution](#)

**352.**

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ekzhang's solution](#)

**353.**

1156E

[Special Segments of Permutation](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, two pointers

[ekzhang's solution](#)

**354.**

1156D

[0-1-Tree](#) · [Tutorial](#)

Quality: 4,667 global accepts · Rating: 2200 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, dsu, trees

[ekzhang's solution](#)

**355.**

1158B

[The minimal unique substring](#) · [Tutorial](#)

Quality: 2,382 global accepts · Rating: 2200 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, strings

[ekzhang's solution](#)

**356.**

1136E

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

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-03-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[ekzhang's solution](#)

**357.**

962E

[Byteland, Berland and Disputed Cities](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2200 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ekzhang's solution](#)

**358.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math

[ekzhang's solution](#)

**359.**

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, strings

[ekzhang's solution](#)

**360.**

679B

[Bear and Tower of Cubes](#) · [Tutorial](#)

Quality: 2,231 global accepts · Rating: 2200 · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[ekzhang's solution](#)

**361.**

894D

[Ralph And His Tour in Binary Country](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2200 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, trees  
[ekzhang's solution](#)

**362.**

815B

[Karen and Test](#) · [Tutorial](#)

Quality: 1,601 global accepts · Rating: 2200 · first AC: 2017-06-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, math  
[ekzhang's solution](#)

**363.**

813E

[Army Creation](#) · [Tutorial](#)

Quality: 3,114 global accepts · Rating: 2200 · first AC: 2017-06-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures  
[ekzhang's solution](#)

**364.**

804C

[Ice cream coloring](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2017-05-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy  
[ekzhang's solution](#)

**365.**

690C3

[Brain Network \(hard\)](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 2200 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: trees  
[ekzhang's solution](#)

**366.**

678E

[Another Sith Tournament](#) · [Tutorial](#)

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2016-07-09 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities  
[ekzhang's solution](#)

**367.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2015-07-22 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs  
[ekzhang's solution](#)

**368.**

547A

[Mike and Frog](#) · [Tutorial](#)

Quality: 2,749 global accepts · Rating: 2200 · first AC: 2015-06-06 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[ekzhang's solution](#)

**369.**

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math  
[ekzhang's solution](#)

**370.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2019-07-07 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[ekzhang's solution](#)

**371.**

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2019-05-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, probabilities

[ekzhang's solution](#)

**372.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[ekzhang's solution](#)

**373.**

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[ekzhang's solution](#)

**374.**

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, fft, math

[ekzhang's solution](#)

**375.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[ekzhang's solution](#)

**376.**

830C

[Bamboo Partition](#) · [Tutorial](#)

Quality: 1,312 global accepts · Rating: 2300 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, math, number theory, sortings, two pointers

[ekzhang's solution](#)

**377.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: —

[ekzhang's solution](#)

**378.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,401 global accepts · Rating: 2300 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: data structures, sortings, strings

[ekzhang's solution](#)

**379.**

558D

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

Quality: 1,207 global accepts · Rating: 2300 · first AC: 2015-07-21 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[ekzhang's solution](#)

**380.**

432E

[Square Tiling](#) · [Tutorial](#)

Quality: 799 global accepts · Rating: 2300 · first AC: 2014-05-24 · Python 2 (first AC) · Tags: constructive algorithms, greedy

[ekzhang's solution](#)

**381.**

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dsu, greedy  
[ekzhang's solution](#)

**382.**

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**383.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[ekzhang's solution](#)

**384.**

447E

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

Rating: 2400 · first AC: 2019-06-24 · last AC: 2019-06-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[ekzhang's solution](#)

**385.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2019-01-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees  
[ekzhang's solution](#)

**386.**

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings  
[ekzhang's solution](#)

**387.**

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ekzhang's solution](#)

**388.**

1093E

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

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[ekzhang's solution](#)

**389.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2018-12-08 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[ekzhang's solution](#)

**390.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2018-07-11 · C++14 (GCC 6-32) (first AC) · Tags: sortings  
[ekzhang's solution](#)

**391.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2016-07-28 · last AC: 2018-07-10 · GNU C++11 (first AC) · Tags: data structures, divide

and conquer, trees

[ekzhang's solution](#)

**392.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2018-06-12 · last AC: 2018-06-13 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[ekzhang's solution](#)

**393.**

962F

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

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2018-04-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[ekzhang's solution](#)

**394.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[ekzhang's solution](#)

**395.**

889C

[Maximum Element](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[ekzhang's solution](#)

**396.**

865C

[Gotta Go Fast](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2400 · first AC: 2017-10-03 · last AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[ekzhang's solution](#)

**397.**

866C

[Gotta Go Fast](#) · [Tutorial](#)

Rating: 2400 · first AC: 2017-10-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, probabilities

[ekzhang's solution](#)

**398.**

164C

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

Quality: 982 global accepts · Rating: 2400 · first AC: 2017-08-06 · last AC: 2017-08-06 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[ekzhang's solution](#)

**399.**

837F

[Prefix Sums](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2400 · first AC: 2017-08-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, matrices

[ekzhang's solution](#)

**400.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2016-07-21 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, probabilities

[ekzhang's solution](#)

**401.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2016-07-19 · GNU C++11 (first AC) · Tags: —

[ekzhang's solution](#)

**402.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2016-06-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees  
[ekzhang's solution](#)

**403.**

611E

[New Year and Three Musketeers](#) · [Tutorial](#)

Quality: 904 global accepts · Rating: 2400 · first AC: 2015-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings  
[ekzhang's solution](#)

**404.**

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2019-07-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, math, sortings  
[ekzhang's solution](#)

**405.**

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory  
[ekzhang's solution](#)

**406.**

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2019-06-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math  
[ekzhang's solution](#)

**407.**

997C

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

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2018-07-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ekzhang's solution](#)

**408.**

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2018-06-27 · C++14 (GCC 6-32) (first AC) · Tags: math  
[ekzhang's solution](#)

**409.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2018-06-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy  
[ekzhang's solution](#)

**410.**

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2018-05-09 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs  
[ekzhang's solution](#)

**411.**

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2018-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation  
[ekzhang's solution](#)

**412.**

956D

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ekzhang's solution](#)

**413.**

947D

[Picking Strings](#) · [Tutorial](#)

Rating: 2500 · first AC: 2018-03-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings

[ekzhang's solution](#)

**414.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2017-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ekzhang's solution](#)

**415.**

571C

[CNF 2](#) · [Tutorial](#)

Quality: 718 global accepts · Rating: 2500 · first AC: 2017-11-26 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ekzhang's solution](#)

**416.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2017-11-19 · last AC: 2017-11-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[ekzhang's solution](#)

**417.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2017-10-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[ekzhang's solution](#)

**418.**

837G

[Functions On The Segments](#) · [Tutorial](#)

Quality: 902 global accepts · Rating: 2500 · first AC: 2017-08-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ekzhang's solution](#)

**419.**

804D

[Expected diameter of a tree](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2500 · first AC: 2017-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dfs and similar, dp, sortings, trees

[ekzhang's solution](#)

**420.**

778C

[Peterson Polyglot](#) · [Tutorial](#)

Quality: 983 global accepts · Rating: 2500 · first AC: 2017-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dsu, hashing, strings, trees

[ekzhang's solution](#)

**421.**

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2017-02-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, strings

[ekzhang's solution](#)

**422.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2016-11-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ekzhang's solution](#)

**423.**

706E

[Working routine](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2500 · first AC: 2016-08-17 · GNU C++11 (first AC) · Tags: data structures, implementation

[ekzhang's solution](#)

**424.**

697F

[Legen...](#) · [Tutorial](#)

Rating: 2500 · first AC: 2016-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[ekzhang's solution](#)

**425.**

611F

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

Quality: 522 global accepts · Rating: 2500 · first AC: 2016-01-02 · GNU C++11 (first AC) · Tags: binary search, implementation

[ekzhang's solution](#)

**426.**

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[ekzhang's solution](#)

**427.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2019-12-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[ekzhang's solution](#)

**428.**

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2019-05-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[ekzhang's solution](#)

**429.**

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2018-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ekzhang's solution](#)

**430.**

1067C

[Knights](#) · [Tutorial](#)

Quality: 714 global accepts · Rating: 2600 · first AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[ekzhang's solution](#)

**431.**

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2018-07-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[ekzhang's solution](#)

**432.**

813D

[Two Melodies](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows

[ekzhang's solution](#)

**433.**

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2017-06-08 · last AC: 2017-06-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[ekzhang's solution](#)

**434.**

372D

[Choosing Subtree is Fun](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2017-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[ekzhang's solution](#)

**435.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2017-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ekzhang's solution](#)

**436.**

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[ekzhang's solution](#)

**437.**

1270G

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

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2019-12-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[ekzhang's solution](#)

**438.**

1179D

[Fedor Runs for President](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2019-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ekzhang's solution](#)

**439.**

1025F

[Disjoint Triangles](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 2700 · first AC: 2018-08-20 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ekzhang's solution](#)

**440.**

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2018-08-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, matrices

[ekzhang's solution](#)

**441.**

932F

[Escape Through Leaf](#) · [Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2018-07-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[ekzhang's solution](#)

**442.**

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2018-04-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ekzhang's solution](#)

**443.**

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2017-12-23 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math, number theory

[ekzhang's solution](#)

**444.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2017-11-21 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[ekzhang's solution](#)

**445.**

827D

[Best Edge Weight](#) · [Tutorial](#)

Quality: 1,370 global accepts · Rating: 2700 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ekzhang's solution](#)

**446.**

293B

[Distinct Paths](#) · [Tutorial](#)

Quality: 941 global accepts · Rating: 2700 · first AC: 2017-06-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics

[ekzhang's solution](#)

**447.**

524F

[And Yet Another Bracket Sequence](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2700 · first AC: 2016-08-28 · GNU C++11 (first AC) · Tags: data structures, greedy, hashing, string suffix structures, strings

[ekzhang's solution](#)

**448.**

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-11-03 · last AC: 2018-11-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, graph matchings, math, trees

[ekzhang's solution](#)

**449.**

830D

[Singer House](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2800 · first AC: 2017-07-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, trees

[ekzhang's solution](#)

**450.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2018-07-03 · last AC: 2018-07-03 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[ekzhang's solution](#)

**451.**

686E

[Optimal Point](#) · [Tutorial](#)

Rating: 2900 · first AC: 2018-02-11 · last AC: 2018-02-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ekzhang's solution](#)

**452.**

889D

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

Rating: 2900 · first AC: 2017-11-16 · last AC: 2017-11-16 · C++14 (GCC 6-32) (first AC) · Tags: geometry

[ekzhang's solution](#)

**453.**

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2016-08-20 · GNU C++11 (first AC) · Tags: data structures, dp, greedy  
[ekzhang's solution](#)

**454.**

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2018-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs  
[ekzhang's solution](#)

**455.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2017-05-06 · C++14 (GCC 6-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings  
[ekzhang's solution](#)

**456.**

1067D

[Computer Game](#) · [Tutorial](#)

Quality: 491 global accepts · Rating: 3100 · first AC: 2018-11-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, probabilities  
[ekzhang's solution](#)

**457.**

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[ekzhang's solution](#)

**458.**

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2019-06-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy  
[ekzhang's solution](#)

**459.**

101309H

[Hands of Poker](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · PyPy 3 (first AC) · Tags: —  
[ekzhang's solution](#)

**460.**

101309D

[Dome of Circus](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**461.**

101309G

[Game of 10](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**462.**

101309B

[Binary Operation](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**463.**

101309J

[Jungle Outpost](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**464.**

101309F

[Factorial Simplification](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**465.**

101309I

[Ideal Path](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**466.**

101309K

[K-Graph Oddity](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**467.**

101309A

[Alignment of Code](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**468.**

101309E

[Evacuation Plan](#) · [Tutorial](#)

Rating: — · first AC: 2020-02-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**469.**

100801K

[Kingdom Trip](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**470.**

100801I

[Insider's Information](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**471.**

100801F

[Fygon](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**472.**

100801J

[Journey to the "The World's Start"](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**473.**

100801G

[Graph](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**474.**

100801H

[Hash Code Hacker](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**475.**

100801E

[Easy Arithmetic](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**476.**

100801D

[Distribution in Metagonia](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**477.**

100801C

[Concatenation](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**478.**

100801B

[Black and White](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**479.**

100801A

[Alex Origami Squares](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**480.**

100801L

[Lucky Chances](#) · [Tutorial](#)

Rating: — · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**481.**

102423F

[Interstellar Travel](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**482.**

102423C

[Elven Efficiency](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**483.**

102423E

[Fixed Point Permutations](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**484.**

102423K

[Windmill Pivot](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**485.**

102423G

[Jumping Path](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**486.**

102423B

[Computer Cache](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**487.**

102423J

[One of Each](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**488.**

102423I

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**489.**

102423A

[Carryless Square Root](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**490.**

102423D

[Swap Free](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**491.**

102423H

[Levenshtein Distance](#) · [Tutorial](#)

Rating: — · first AC: 2019-12-27 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**492.**

1192A

[Building Skyscrapers](#) · [Tutorial](#)

Quality: 80 global accepts · Rating: — · first AC: 2019-08-03 · C++14 (GCC 6-32) (first AC) · Tags: \*special  
[ekzhang's solution](#)

**493.**

1170E

[Sliding Doors](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, binary search  
[ekzhang's solution](#)

**494.**

1170D

[Decoding of Integer Sequences](#) · [Tutorial](#)

Quality: 531 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, data structures, implementation  
[ekzhang's solution](#)

**495.**

1170C

[Minus and Minus Give Plus](#) · [Tutorial](#)

Quality: 834 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation, strings  
[ekzhang's solution](#)

**496.**

1170B

[Bad Days](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, implementation  
[ekzhang's solution](#)

**497.**

1170A

[Three Integers Again](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: — · first AC: 2019-05-28 · Kotlin 1.4 (first AC) · Tags: \*special, math  
[ekzhang's solution](#)

**498.**

1116B1

[Distinguish three-qubit states](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**499.**

1116C3

[`Is the number of ones divisible by 3?' oracle](#) · [Tutorial](#)

Quality: 187 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**500.**

1116C2

[`Is the bit string periodic?' oracle](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**501.**

1116D4

[TIE fighter](#) · [Tutorial](#)

Quality: 171 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**502.**

1116D5

[Creeper](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**503.**

1116D3

[X-wing fighter](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: — · first AC: 2019-03-03 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**504.**

1116D2

[Pattern of increasing blocks](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**505.**

1116D1

[Block diagonal matrix](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**506.**

1116C1

[Alternating bits oracle](#) · [Tutorial](#)

Quality: 267 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**507.**

1116A2

[Generate equal superposition of four basis states](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**508.**

1116A1

[Generate state |00'é + |01'é + |10'é](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: — · first AC: 2019-03-02 · Q# (first AC) · Tags: \*special  
[ekzhang's solution](#)

**509.**

100908H

[Aö8Dofc 4C`O C\\$5Dt5D 8CÔ:C€](#)

Rating: — · first AC: 2018-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**510.**

100781A

[Adjoin the Networks](#) · [Tutorial](#)

Rating: — · first AC: 2017-11-23 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**511.**

100247F

[Battle Fury](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**512.**

100247G

[City Square](#) · [Tutorial](#)

Rating: — · first AC: 2017-09-02 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ekzhang's solution](#)

**513.**

100781J

[Just a Quiz](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-29 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**514.**

100781E

[Entertainment Box](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · last AC: 2016-07-28 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**515.**

100781G

[Goblin Garden Guards](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**516.**

100781F

[Floppy Music](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**517.**

100781D

[Disastrous Downtime](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**518.**

100781C

[Cryptographer's Conundrum](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**519.**

100781B

[Bell Ringing](#) · [Tutorial](#)

Rating: — · first AC: 2016-07-25 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**520.**

100247D

[Hamming Distance](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**521.**

100247C

[Victor's Research](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**522.**

100247B

[Similar Strings](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)

**523.**

100247A

[The Power of the Dark Side](#) · [Tutorial](#)

Rating: — · first AC: 2016-06-24 · GNU C++11 (first AC) · Tags: —  
[ekzhang's solution](#)