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# Unique solved — erduolong

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**29.**

1825B

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1870C

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1867C

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**52.**

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1984C2

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1864D

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**67.**

1896D

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1826D

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567D

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1329A

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**85.**

1824B1

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580D

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**87.**

1825D1

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**88.**

220B

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**89.**

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**91.**

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**92.**

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510D

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**95.**

16E

[Fish](#) · [Tutorial](#)

Quality: 6,541 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, probabilities  
[erduolong's solution](#)

**96.**

1153D

[Serval and Rooted Tree](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1900 · first AC: 2023-01-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees  
[erduolong's solution](#)

**97.**

685B

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

Quality: 5,356 global accepts · Rating: 1900 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, trees  
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**98.**

432D

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

Quality: 11,990 global accepts · Rating: 2000 · first AC: 2025-10-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings, two pointers  
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**99.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-06-30 · last AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees  
[erduolong's solution](#)

**100.**

1984D

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

Quality: 3,881 global accepts · Rating: 2000 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, hashing, implementation, math, string suffix structures, strings  
[erduolong's solution](#)

**101.**

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math  
[erduolong's solution](#)

## 102.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-04-25 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers  
[erduolong's solution](#)

## 103.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[erduolong's solution](#)

## 104.

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math  
[erduolong's solution](#)

## 105.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings  
[erduolong's solution](#)

## 106.

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers  
[erduolong's solution](#)

## 107.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees  
[erduolong's solution](#)

## 108.

1867E1

[Salyg1n and Array \(simple version\)](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, math  
[erduolong's solution](#)

## 109.

446B

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

Quality: 3,856 global accepts · Rating: 2000 · first AC: 2023-09-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy  
[erduolong's solution](#)

## 110.

1862G

[The Great Equalizer](#) · [Tutorial](#)

Quality: 3,455 global accepts · Rating: 2000 · first AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, sortings  
[erduolong's solution](#)

## 111.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[erduolong's solution](#)

**112.**

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[erduolong's solution](#)

**113.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp

[erduolong's solution](#)

**114.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,348 global accepts · Rating: 2000 · first AC: 2023-05-10 · last AC: 2023-05-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[erduolong's solution](#)

**115.**

629C

[Famil Door and Brackets](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2000 · first AC: 2023-04-16 · last AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[erduolong's solution](#)

**116.**

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,363 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[erduolong's solution](#)

**117.**

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[erduolong's solution](#)

**118.**

1254B2

[Send Boxes to Alice \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2024-03-14 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[erduolong's solution](#)

**119.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[erduolong's solution](#)

**120.**

920E

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

Quality: 7,748 global accepts · Rating: 2100 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[erduolong's solution](#)

**121.**

771C

[Bear and Tree Jumps](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[erduolong's solution](#)

**122.**

1056E

[Check Transcription](#) · [Tutorial](#)

Quality: 2,814 global accepts · Rating: 2100 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, strings

[erduolong's solution](#)

**123.**

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[erduolong's solution](#)

**124.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-05-28 · last AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[erduolong's solution](#)

**125.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, matrices

[erduolong's solution](#)

**126.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2023-03-16 · last AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[erduolong's solution](#)

**127.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,282 global accepts · Rating: 2100 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[erduolong's solution](#)

**128.**

343D

[Water Tree](#) · [Tutorial](#)

Quality: 6,849 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[erduolong's solution](#)

**129.**

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, sortings

[erduolong's solution](#)

**130.**

1918E

[ace5 and Task Order](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-04-04 · last AC: 2024-04-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[erduolong's solution](#)

**131.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math

[erduolong's solution](#)

**132.**

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2023-12-23 · last AC: 2023-12-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[erduolong's solution](#)

**133.**

1867E2

[Salyg1n and Array \(hard version\)](#) · [Tutorial](#)

Quality: 3,755 global accepts · Rating: 2200 · first AC: 2023-09-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[erduolong's solution](#)

**134.**

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2023-08-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[erduolong's solution](#)

**135.**

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[erduolong's solution](#)

**136.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[erduolong's solution](#)

**137.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[erduolong's solution](#)

**138.**

150C

[Smart Cheater](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2200 · first AC: 2023-06-15 · last AC: 2023-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, probabilities

[erduolong's solution](#)

**139.**

377C

[Captains Mode](#) · [Tutorial](#)

Quality: 1,258 global accepts · Rating: 2200 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, games

[erduolong's solution](#)

**140.**

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2023-05-31 · last AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs

[erduolong's solution](#)

**141.**

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: dp

[erduolong's solution](#)

**142.**

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,042 global accepts · Rating: 2200 · first AC: 2023-03-21 · last AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees

[erduolong's solution](#)

**143.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math

[erduolong's solution](#)

**144.**

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2023-02-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[erduolong's solution](#)

**145.**

1870E

[Another MEX Problem](#) · [Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[erduolong's solution](#)

**146.**

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[erduolong's solution](#)

**147.**

126D

[Fibonacci Sums](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2300 · first AC: 2024-04-12 · last AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[erduolong's solution](#)

**148.**

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

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**149.**

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · last AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[erduolong's solution](#)

**150.**

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-08-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation,

math

[erduolong's solution](#)

**151.**

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, number theory

[erduolong's solution](#)

**152.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[erduolong's solution](#)

**153.**

123D

[String](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2300 · first AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures

[erduolong's solution](#)

**154.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2023-06-05 · last AC: 2023-06-05 · C++14 (GCC 6-32) (first AC) · Tags: string suffix structures, strings

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**155.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[erduolong's solution](#)

**156.**

891C

[Envy](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2300 · first AC: 2023-03-26 · last AC: 2023-03-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

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**157.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,404 global accepts · Rating: 2300 · first AC: 2023-03-23 · last AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[erduolong's solution](#)

**158.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[erduolong's solution](#)

**159.**

718C

[Sasha and Array](#) · [Tutorial](#)

Quality: 4,619 global accepts · Rating: 2300 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[erduolong's solution](#)

**160.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2023-01-29 · last AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[erduolong's solution](#)

**161.**

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[erduolong's solution](#)

**162.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2024-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[erduolong's solution](#)

**163.**

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[erduolong's solution](#)

**164.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[erduolong's solution](#)

**165.**

1329C

[Drazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[erduolong's solution](#)

**166.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2024-04-23 · last AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[erduolong's solution](#)

**167.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[erduolong's solution](#)

**168.**

698C

[LRU](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2400 · first AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities

[erduolong's solution](#)

**169.**

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[erduolong's solution](#)

**170.**

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[erduolong's solution](#)

**171.**

1494E

[A-Z Graph](#) · [Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2023-11-15 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[erduolong's solution](#)

**172.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[erduolong's solution](#)

**173.**

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,105 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[erduolong's solution](#)

**174.**

914E

[Palindromes in a Tree](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, trees

[erduolong's solution](#)

**175.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[erduolong's solution](#)

**176.**

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2023-09-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices

[erduolong's solution](#)

**177.**

295D

[Greg and Caves](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 2400 · first AC: 2023-09-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[erduolong's solution](#)

**178.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[erduolong's solution](#)

**179.**

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[erduolong's solution](#)

**180.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[erduolong's solution](#)

**181.**

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[erduolong's solution](#)

**182.**

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[erduolong's solution](#)

**183.**

449D

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

Quality: 6,138 global accepts · Rating: 2400 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[erduolong's solution](#)

**184.**

526E

[Transmitting Levels](#) · [Tutorial](#)

Quality: 1,180 global accepts · Rating: 2400 · first AC: 2023-09-07 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation

[erduolong's solution](#)

**185.**

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2023-09-06 · last AC: 2023-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, sortings

[erduolong's solution](#)

**186.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[erduolong's solution](#)

**187.**

1442C

[Graph Transpositions](#) · [Tutorial](#)

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2023-07-12 · last AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[erduolong's solution](#)

**188.**

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2023-07-11 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees

[erduolong's solution](#)

**189.**

1202E

[You Are Given Some Strings...](#) · [Tutorial](#)

Quality: 2,764 global accepts · Rating: 2400 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[erduolong's solution](#)

**190.**

513G2

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

Quality: 725 global accepts · Rating: 2400 · first AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[erduolong's solution](#)

**191.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[erduolong's solution](#)

**192.**

1194F

[Crossword Expert](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[erduolong's solution](#)

**193.**

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2023-05-04 · last AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[erduolong's solution](#)

**194.**

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[erduolong's solution](#)

**195.**

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2023-03-18 · last AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[erduolong's solution](#)

**196.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[erduolong's solution](#)

**197.**

1591F

[Non-equal Neighbours](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, math

[erduolong's solution](#)

**198.**

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2023-02-28 · last AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths, trees

[erduolong's solution](#)

**199.**

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2023-01-30 · last AC: 2023-01-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[erduolong's solution](#)

**200.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[erduolong's solution](#)

**201.**

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[erduolong's solution](#)

**202.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2024-05-22 · last AC: 2024-05-22 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[erduolong's solution](#)

**203.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-26 · last AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[erduolong's solution](#)

**204.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2023-11-15 · last AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[erduolong's solution](#)

**205.**

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2023-11-10 · last AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[erduolong's solution](#)

**206.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-11-04 · last AC: 2023-11-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs

[erduolong's solution](#)

**207.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[erduolong's solution](#)

**208.**

40E

[Number Table](#) · [Tutorial](#)

Quality: 810 global accepts · Rating: 2500 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics

[erduolong's solution](#)

**209.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2023-08-29 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp

[erduolong's solution](#)

**210.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2023-06-23 · last AC: 2023-06-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[erduolong's solution](#)

**211.**

580E

[Kefa and Watch](#) · [Tutorial](#)

Quality: 2,571 global accepts · Rating: 2500 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, strings

[erduolong's solution](#)

**212.**

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2023-06-13 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft

[erduolong's solution](#)

**213.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2023-06-12 · last AC: 2023-06-13 · C++14 (GCC 6-32) (first AC) · Tags: hashing, strings

[erduolong's solution](#)

**214.**

696D

[Legen...](#) · [Tutorial](#)

Quality: 1,615 global accepts · Rating: 2500 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, strings

[erduolong's solution](#)

**215.**

95E

[Lucky Country](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2500 · first AC: 2023-05-13 · last AC: 2023-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, dsu, graphs

[erduolong's solution](#)

**216.**

468C

[Hack it!](#) · [Tutorial](#)

Quality: 2,739 global accepts · Rating: 2500 · first AC: 2023-05-07 · last AC: 2023-05-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, math

[erduolong's solution](#)

**217.**

813F

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

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2023-03-28 · last AC: 2023-03-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs

[erduolong's solution](#)

**218.**

822F

[Madness](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 2500 · first AC: 2023-03-10 · last AC: 2023-03-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees

[erduolong's solution](#)

**219.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2023-02-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[erduolong's solution](#)

**220.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2023-01-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[erduolong's solution](#)

**221.**

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2023-01-17 · last AC: 2023-01-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy

[erduolong's solution](#)

**222.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp

[erduolong's solution](#)

**223.**

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2024-03-29 · last AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[erduolong's solution](#)

**224.**

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2024-02-17 · last AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[erduolong's solution](#)

**225.**

811E

[Vladik and Entertaining Flags](#) · [Tutorial](#)

Quality: 980 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs

[erduolong's solution](#)

**226.**

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[erduolong's solution](#)

**227.**

321E

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

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2023-08-29 · last AC: 2023-08-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp

[erduolong's solution](#)

**228.**

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2023-07-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures

[erduolong's solution](#)

**229.**

896C

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

Quality: 4,438 global accepts · Rating: 2600 · first AC: 2023-07-05 · last AC: 2023-07-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[erduolong's solution](#)

**230.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[erduolong's solution](#)

**231.**

1073G

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

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures

[erduolong's solution](#)

**232.**

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2023-06-10 · last AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[erduolong's solution](#)

**233.**

724G

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

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2023-05-25 · last AC: 2023-05-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[erduolong's solution](#)

**234.**

372D

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

Quality: 1,129 global accepts · Rating: 2600 · first AC: 2023-05-05 · last AC: 2023-05-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[erduolong's solution](#)

**235.**

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2023-04-04 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu

[erduolong's solution](#)

**236.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[erduolong's solution](#)

**237.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2023-02-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[erduolong's solution](#)

**238.**

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[erduolong's solution](#)

**239.**

1804F

[Approximate Diameter](#) · [Tutorial](#)

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search,

divide and conquer, graphs, shortest paths

[erduolong's solution](#)

**240.**

81E

[Pairs](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2700 · first AC: 2024-04-09 · last AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, trees

[erduolong's solution](#)

**241.**

780G

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[erduolong's solution](#)

**242.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[erduolong's solution](#)

**243.**

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2023-09-05 · last AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, trees

[erduolong's solution](#)

**244.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2023-08-12 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[erduolong's solution](#)

**245.**

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2023-07-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, hashing, string suffix structures

[erduolong's solution](#)

**246.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2023-05-11 · last AC: 2023-06-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, probabilities, trees

[erduolong's solution](#)

**247.**

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2023-06-17 · last AC: 2023-06-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[erduolong's solution](#)

**248.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, matrices

[erduolong's solution](#)

**249.**

500F

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

Quality: 829 global accepts · Rating: 2700 · first AC: 2023-04-12 · last AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp

[erduolong's solution](#)

**250.**

191D

[Metro Scheme](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 2700 · first AC: 2023-04-03 · last AC: 2023-04-04 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[erduolong's solution](#)

**251.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-03-09 · last AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[erduolong's solution](#)

**252.**

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, flows, graphs, implementation

[erduolong's solution](#)

**253.**

1923F

[Shrink-Reverse](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2800 · first AC: 2024-02-23 · last AC: 2024-04-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, hashing, implementation, string suffix structures, strings

[erduolong's solution](#)

**254.**

1783G

[Weighed Tree Radius](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2800 · first AC: 2024-03-23 · last AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, implementation, trees

[erduolong's solution](#)

**255.**

1943D2

[Counting Is Fun \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-21 · last AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[erduolong's solution](#)

**256.**

776F

[Sherlock's bet to Moriarty](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2800 · first AC: 2024-01-30 · last AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, geometry, graphs, implementation, trees

[erduolong's solution](#)

**257.**

1316F

[Battalion Strength](#) · [Tutorial](#)

Quality: 894 global accepts · Rating: 2800 · first AC: 2023-09-04 · last AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, probabilities

[erduolong's solution](#)

**258.**

196D

[The Next Good String](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2800 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, hashing, strings

[erduolong's solution](#)

**259.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-06-24 · last AC: 2023-06-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities

[erduolong's solution](#)

**260.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2023-06-22 · last AC: 2023-06-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[erduolong's solution](#)

**261.**

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2023-06-21 · last AC: 2023-06-21 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[erduolong's solution](#)

**262.**

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2023-06-20 · last AC: 2023-06-20 · C++14 (GCC 6-32) (first AC) · Tags: dp

[erduolong's solution](#)

**263.**

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2023-06-12 · last AC: 2023-06-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[erduolong's solution](#)

**264.**

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2023-03-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[erduolong's solution](#)

**265.**

702F

[T-Shirts](#) · [Tutorial](#)

Quality: 1,922 global accepts · Rating: 2800 · first AC: 2023-01-31 · last AC: 2023-01-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[erduolong's solution](#)

**266.**

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, string suffix structures, strings

[erduolong's solution](#)

**267.**

1764G1

[Doremy's Perfect DS Class \(Easy Version\)](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[erduolong's solution](#)

**268.**

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[erduolong's solution](#)

**269.**

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2024-02-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities  
[erduolong's solution](#)

**270.**

896D

[Nephren Runs a Cinema](#) · [Tutorial](#)

Quality: 616 global accepts · Rating: 2900 · first AC: 2023-09-05 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, math, number theory  
[erduolong's solution](#)

**271.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-09-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory  
[erduolong's solution](#)

**272.**

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2023-08-18 · last AC: 2023-08-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, games  
[erduolong's solution](#)

**273.**

364D

[Ghd](#) · [Tutorial](#)

Quality: 2,508 global accepts · Rating: 2900 · first AC: 2023-07-18 · last AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, probabilities  
[erduolong's solution](#)

**274.**

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2023-06-26 · last AC: 2023-06-26 · C++14 (GCC 6-32) (first AC) · Tags: strings  
[erduolong's solution](#)

**275.**

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2023-03-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp  
[erduolong's solution](#)

**276.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-02-24 · last AC: 2023-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp  
[erduolong's solution](#)

**277.**

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2023-09-08 · last AC: 2025-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[erduolong's solution](#)

**278.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, interactive  
[erduolong's solution](#)

**279.**

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[erduolong's solution](#)

**280.**

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2024-05-24 · last AC: 2024-05-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, sortings, trees

[erduolong's solution](#)

**281.**

1906C

[Cursed Game](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3000 · first AC: 2024-04-22 · last AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: interactive

[erduolong's solution](#)

**282.**

1874E

[Jellyfish and Hack](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3000 · first AC: 2024-04-12 · C++20 (GCC 13-64) (first AC) · Tags: dp, math

[erduolong's solution](#)

**283.**

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2024-04-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, games

[erduolong's solution](#)

**284.**

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[erduolong's solution](#)

**285.**

356E

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2024-03-30 · last AC: 2024-03-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[erduolong's solution](#)

**286.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2024-01-28 · last AC: 2024-01-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[erduolong's solution](#)

**287.**

1776M

[Parmigiana With Seafood](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 3000 · first AC: 2023-10-28 · last AC: 2023-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, greedy, trees

[erduolong's solution](#)

**288.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2023-09-08 · last AC: 2023-09-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[erduolong's solution](#)

**289.**

150E

[Freezing with Style](#) · [Tutorial](#)

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2023-06-19 · last AC: 2023-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, trees

[erduolong's solution](#)

## 290.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-04-08 · last AC: 2023-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[erduolong's solution](#)

## 291.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2023-03-22 · last AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[erduolong's solution](#)

## 292.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-01-24 · last AC: 2023-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[erduolong's solution](#)

## 293.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2024-05-31 · last AC: 2024-06-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[erduolong's solution](#)

## 294.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2024-05-18 · last AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: data structures, string suffix structures

[erduolong's solution](#)

## 295.

1936D

[Bitwise Paradox](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 3100 · first AC: 2024-04-26 · last AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers

[erduolong's solution](#)

## 296.

468D

[Tree](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2024-03-13 · last AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings

[erduolong's solution](#)

## 297.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, trees

[erduolong's solution](#)

## 298.

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[erduolong's solution](#)

**299.**

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2023-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees  
[erduolong's solution](#)

**300.**

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2023-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[erduolong's solution](#)

**301.**

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2023-08-23 · last AC: 2023-08-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games  
[erduolong's solution](#)

**302.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2023-08-13 · last AC: 2023-08-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, sortings  
[erduolong's solution](#)

**303.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-07-06 · last AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, greedy  
[erduolong's solution](#)

**304.**

513G3

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

Quality: 291 global accepts · Rating: 3100 · first AC: 2023-06-16 · last AC: 2023-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[erduolong's solution](#)

**305.**

896E

[Welcome home, Chtholly](#) · [Tutorial](#)

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu  
[erduolong's solution](#)

**306.**

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2024-05-21 · last AC: 2024-05-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory  
[erduolong's solution](#)

**307.**

827F

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

Quality: 582 global accepts · Rating: 3200 · first AC: 2024-04-28 · last AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, shortest paths  
[erduolong's solution](#)

**308.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2024-03-12 · last AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures  
[erduolong's solution](#)

**309.**

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2023-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[erduolong's solution](#)

**310.**

1336D

[Yui and Mahjong Set](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 3200 · first AC: 2023-08-24 · last AC: 2023-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive

[erduolong's solution](#)

**311.**

571E

[Geometric Progressions](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3200 · first AC: 2023-08-17 · last AC: 2023-08-17 · C++14 (GCC 6-32) (first AC) · Tags: math

[erduolong's solution](#)

**312.**

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2023-08-04 · last AC: 2023-08-04 · C++14 (GCC 6-32) (first AC) · Tags: graph matchings, strings

[erduolong's solution](#)

**313.**

1286E

[Fedya the Potter Strikes Back](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[erduolong's solution](#)

**314.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2024-07-10 · last AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graph matchings, greedy, math, trees

[erduolong's solution](#)

**315.**

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, fft, math

[erduolong's solution](#)

**316.**

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2024-03-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[erduolong's solution](#)

**317.**

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2024-02-15 · last AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing

[erduolong's solution](#)

**318.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2023-11-05 · last AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[erduolong's solution](#)

**319.**

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2023-08-28 · last AC: 2023-08-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[erduolong's solution](#)

**320.**

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2023-07-13 · last AC: 2023-07-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, string suffix structures

[erduolong's solution](#)

**321.**

1361F

[Johnny and New Toy](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2023-05-30 · last AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[erduolong's solution](#)

**322.**

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: fft, math, number theory

[erduolong's solution](#)

**323.**

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2024-04-11 · last AC: 2024-04-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[erduolong's solution](#)

**324.**

102566J

[The Sacred Texts](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-29 · last AC: 2023-10-29 · C++14 (GCC 6-32) (first AC) · Tags: —

[erduolong's solution](#)