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Unique solved — ericxiao

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

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

Filters: none

Count: 553

1.

1634A

[Reverse and Concatenate](#) · [Tutorial](#)

Quality: 24,653 global accepts · Rating: 800 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[ericxiao's solution](#)

2.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[ericxiao's solution](#)

3.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,059 global accepts · Rating: 800 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

4.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ericxiao's solution](#)

5.

1445A

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

Quality: 20,364 global accepts · Rating: 800 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ericxiao's solution](#)

6.

1002A1

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

Quality: 929 global accepts · Rating: 800 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special
[ericxiao's solution](#)

7.

908A

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

Quality: 15,842 global accepts · Rating: 800 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: brute force, implementation
[ericxiao's solution](#)

8.

831B

[Keyboard Layouts](#) · [Tutorial](#)

Quality: 15,649 global accepts · Rating: 800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: implementation, strings
[ericxiao's solution](#)

9.

492A

[Vanya and Cubes](#) · [Tutorial](#)

Quality: 63,574 global accepts · Rating: 800 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: implementation
[ericxiao's solution](#)

10.

873A

[Chores](#) · [Tutorial](#)

Quality: 10,595 global accepts · Rating: 800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: implementation

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11.

701A

[Cards](#) · [Tutorial](#)

Quality: 21,204 global accepts · Rating: 800 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ericxiao's solution](#)

12.

1316A

[Grade Allocation](#) · [Tutorial](#)

Quality: 19,646 global accepts · Rating: 800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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13.

1303A

[Erasing Zeroes](#) · [Tutorial](#)

Quality: 36,705 global accepts · Rating: 800 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

14.

1300A

[Non-zero](#) · [Tutorial](#)

Quality: 21,666 global accepts · Rating: 800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ericxiao's solution](#)

15.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

16.

959A

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

Quality: 55,676 global accepts · Rating: 800 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[ericxiao's solution](#)

17.

935A

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

Quality: 47,238 global accepts · Rating: 800 · first AC: 2019-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ericxiao's solution](#)

18.

1097A

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

Quality: 43,813 global accepts · Rating: 800 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[ericxiao's solution](#)

19.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,391 global accepts · Rating: 800 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ericxiao's solution](#)

20.

1154A

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

Quality: 87,078 global accepts · Rating: 800 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: math

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21.

785A

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

Quality: 110,978 global accepts · Rating: 800 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

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22.

705A

[Hulk](#) · [Tutorial](#)

Quality: 132,129 global accepts · Rating: 800 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

23.

791A

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

Quality: 257,310 global accepts · Rating: 800 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

24.

977A

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

Quality: 217,541 global accepts · Rating: 800 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

25.

1236A

[Stones](#) · [Tutorial](#)

Quality: 17,251 global accepts · Rating: 800 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ericxiao's solution](#)

26.

732A

[Buy a Shovel](#) · [Tutorial](#)

Quality: 88,849 global accepts · Rating: 800 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation, math

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27.

1244A

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28.

1241A

[CME](#) · [Tutorial](#)

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29.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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30.

758A

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

Quality: 75,316 global accepts · Rating: 800 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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31.

811A

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

Quality: 12,371 global accepts · Rating: 800 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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32.

835A

[Key races](#) · [Tutorial](#)

Quality: 21,712 global accepts · Rating: 800 · first AC: 2019-08-29 · C++17 (GCC 7-32) (first AC) · Tags: math

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33.

897A

[Scarborough Fair](#) · [Tutorial](#)

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34.

954A

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35.

1200A

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36.

899A

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Quality: 11,098 global accepts · Rating: 800 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

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37.

1186A

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

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38.

832A

[Sasha and Sticks](#) · [Tutorial](#)

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39.

822A

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Quality: 36,814 global accepts · Rating: 800 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math, number theory

[ericxiao's solution](#)

40.

937A

[Olympiad](#) · [Tutorial](#)

Quality: 16,399 global accepts · Rating: 800 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

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41.

1173A

[Nauuo and Votes](#) · [Tutorial](#)

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42.

950A

[Left-handers, Right-handers and Ambidexters](#) · [Tutorial](#)

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43.

939A

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44.

448A

[Rewards](#) · [Tutorial](#)

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45.

1047A

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46.

912A

[Tricky Alchemy](#) · [Tutorial](#)

Quality: 14,384 global accepts · Rating: 800 · first AC: 2019-04-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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47.

1152A

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

Quality: 16,210 global accepts · Rating: 800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

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48.

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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49.

1038A

[Equality](#) · [Tutorial](#)

Quality: 15,646 global accepts · Rating: 800 · first AC: 2019-04-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

50.

1041A

[Heist](#) · [Tutorial](#)

Quality: 26,846 global accepts · Rating: 800 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings

[ericxiao's solution](#)

51.

1143A

[The Doors](#) · [Tutorial](#)

Quality: 14,041 global accepts · Rating: 800 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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52.

1095A

[Repeating Cipher](#) · [Tutorial](#)

Quality: 36,494 global accepts · Rating: 800 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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53.

1108A

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

Quality: 23,354 global accepts · Rating: 800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

54.

1104A

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

Quality: 15,904 global accepts · Rating: 800 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ericxiao's solution](#)

55.

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

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56.

1061A

[Coins](#) · [Tutorial](#)

Quality: 24,109 global accepts · Rating: 800 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ericxiao's solution](#)

57.

1015A

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

Quality: 22,434 global accepts · Rating: 800 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

58.

1058A

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

Rating: 800 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation

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59.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,926 global accepts · Rating: 900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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60.

1401A

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

Quality: 28,637 global accepts · Rating: 900 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ericxiao's solution](#)

61.

808A

[Lucky Year](#) · [Tutorial](#)

Quality: 11,004 global accepts · Rating: 900 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: implementation

[ericxiao's solution](#)

62.

839A

[Arya and Bran](#) · [Tutorial](#)

Quality: 14,928 global accepts · Rating: 900 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: implementation

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63.

916A

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Quality: 9,556 global accepts · Rating: 900 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[ericxiao's solution](#)

64.

1247A

[Forgetting Things](#) · [Tutorial](#)

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65.

1238A

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66.

975A

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67.

814A

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68.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,362 global accepts · Rating: 900 · first AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

69.

1163A

[Eating Soup](#) · [Tutorial](#)

Quality: 13,864 global accepts · Rating: 900 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ericxiao's solution](#)

70.

1047B

[Cover Points](#) · [Tutorial](#)

Quality: 18,779 global accepts · Rating: 900 · first AC: 2019-05-08 · C++17 (GCC 7-32) (first AC) · Tags: geometry, math

[ericxiao's solution](#)

71.

1095B

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

Quality: 24,341 global accepts · Rating: 900 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

72.

1138A

[Sushi for Two](#) · [Tutorial](#)

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[ericxiao's solution](#)

73.

776A

[A Serial Killer](#) · [Tutorial](#)

Quality: 12,886 global accepts · Rating: 900 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

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74.

1634C

[OKEA](#) · [Tutorial](#)

Quality: 19,088 global accepts · Rating: 1000 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

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75.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,152 global accepts · Rating: 1000 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ericxiao's solution](#)

76.

831A

[Unimodal Array](#) · [Tutorial](#)

Quality: 11,032 global accepts · Rating: 1000 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: implementation

[ericxiao's solution](#)

77.

1300B

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Quality: 25,914 global accepts · Rating: 1000 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ericxiao's solution](#)

78.

652B

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Quality: 11,811 global accepts · Rating: 1000 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: sortings

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79.

766B

[Mahmoud and a Triangle](#) · [Tutorial](#)

Quality: 38,357 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, number theory, sortings

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80.

766A

[Mahmoud and Longest Uncommon Subsequence](#) · [Tutorial](#)

Quality: 34,549 global accepts · Rating: 1000 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings

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81.

1256A

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82.

1247B1

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Rating: 1000 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation

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83.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,556 global accepts · Rating: 1000 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, strings, two pointers

[ericxiao's solution](#)

84.

1237A

[Balanced Rating Changes](#) · [Tutorial](#)

Quality: 22,122 global accepts · Rating: 1000 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

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85.

732B

[Cormen --- The Best Friend Of a Man](#) · [Tutorial](#)

Quality: 25,777 global accepts · Rating: 1000 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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86.

1244B

[Rooms and Staircases](#) · [Tutorial](#)

Quality: 17,544 global accepts · Rating: 1000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

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87.

1241B

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

Rating: 1000 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings

[ericxiao's solution](#)

88.

777A

[Shell Game](#) · [Tutorial](#)

Quality: 10,884 global accepts · Rating: 1000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

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89.

761A

[Dasha and Stairs](#) · [Tutorial](#)

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[ericxiao's solution](#)

90.

864B

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

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[ericxiao's solution](#)

91.

864A

[Fair Game](#) · [Tutorial](#)

Quality: 12,294 global accepts · Rating: 1000 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings

[ericxiao's solution](#)

92.

816A

[Karen and Morning](#) · [Tutorial](#)

Quality: 9,710 global accepts · Rating: 1000 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ericxiao's solution](#)

93.

805C

[Find Amir](#) · [Tutorial](#)

Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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94.

805B

[3-palindrome](#) · [Tutorial](#)

Quality: 18,762 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

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95.

805A

[Fake NP](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 1000 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

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96.

979A

[Pizza, Pizza, Pizza!!!](#) · [Tutorial](#)

Quality: 14,576 global accepts · Rating: 1000 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: math

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97.

798A

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98.

862A

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

Quality: 10,706 global accepts · Rating: 1000 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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99.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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100.

1181A

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Quality: 14,794 global accepts · Rating: 1000 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
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101.

822B

[Crossword solving](#) · [Tutorial](#)

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102.

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,365 global accepts · Rating: 1000 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
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103.

939B

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Quality: 11,273 global accepts · Rating: 1000 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: implementation
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104.

1008B

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105.

1059A

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106.

1040A

[Palindrome Dance](#) · [Tutorial](#)

Quality: 10,202 global accepts · Rating: 1000 · first AC: 2019-04-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[ericxiao's solution](#)

107.

1041B

[Buying a TV Set](#) · [Tutorial](#)

Quality: 15,025 global accepts · Rating: 1000 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: math
[ericxiao's solution](#)

108.

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[ericxiao's solution](#)

109.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,127 global accepts · Rating: 1000 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs
[ericxiao's solution](#)

110.

1020A

[New Building for SIS](#) · [Tutorial](#)

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2019-03-27 · C++14 (GCC 6-32) (first AC) · Tags: math
[ericxiao's solution](#)

111.

1133A

[Middle of the Contest](#) · [Tutorial](#)

Quality: 19,707 global accepts · Rating: 1000 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

112.

1023B

[Pair of Toys](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1000 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: math
[ericxiao's solution](#)

113.

1523B

[Lord of the Values](#) · [Tutorial](#)

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[ericxiao's solution](#)

114.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[ericxiao's solution](#)

115.

797A

[k-Factorization](#) · [Tutorial](#)

Quality: 19,892 global accepts · Rating: 1100 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory
[ericxiao's solution](#)

116.

902A

[Visiting a Friend](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1100 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ericxiao's solution](#)

117.

758B

[Blown Garland](#) · [Tutorial](#)

Quality: 10,729 global accepts · Rating: 1100 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, number theory
[ericxiao's solution](#)

118.

985A

[Chess Placing](#) · [Tutorial](#)

Quality: 8,424 global accepts · Rating: 1100 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

119.

975B

[Mancala](#) · [Tutorial](#)

Quality: 7,110 global accepts · Rating: 1100 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[ericxiao's solution](#)

120.

1173B

[Nauuo and Chess](#) · [Tutorial](#)

Quality: 9,441 global accepts · Rating: 1100 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ericxiao's solution](#)

121.

950B

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

Quality: 8,000 global accepts · Rating: 1100 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[ericxiao's solution](#)

122.

842B

[Gleb And Pizza](#) · [Tutorial](#)

Quality: 10,954 global accepts · Rating: 1100 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: geometry
[ericxiao's solution](#)

123.

1038B

[Non-Coprime Partition](#) · [Tutorial](#)

Quality: 14,718 global accepts · Rating: 1100 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[ericxiao's solution](#)

124.

1121A

[Technogoblet of Fire](#) · [Tutorial](#)

Quality: 7,466 global accepts · Rating: 1100 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ericxiao's solution](#)

125.

1108B

[Divisors of Two Integers](#) · [Tutorial](#)

Quality: 25,195 global accepts · Rating: 1100 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory
[ericxiao's solution](#)

126.

1105B

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

Quality: 10,558 global accepts · Rating: 1100 · first AC: 2019-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[ericxiao's solution](#)

127.

1015C

[Songs Compression](#) · [Tutorial](#)

Quality: 21,401 global accepts · Rating: 1100 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: sortings
[ericxiao's solution](#)

128.

1058B

[Vasya and Cornfield](#) · [Tutorial](#)

Rating: 1100 · first AC: 2018-09-23 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[ericxiao's solution](#)

129.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees
[ericxiao's solution](#)

130.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[ericxiao's solution](#)

131.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[ericxiao's solution](#)

132.

1485B

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

Quality: 17,922 global accepts · Rating: 1200 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, math
[ericxiao's solution](#)

133.

492B

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

Quality: 90,208 global accepts · Rating: 1200 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings
[ericxiao's solution](#)

134.

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,550 global accepts · Rating: 1200 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math
[ericxiao's solution](#)

135.

902B

[Coloring a Tree](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1200 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, greedy
[ericxiao's solution](#)

136.

732C

[Sanatorium](#) · [Tutorial](#)

Quality: 10,171 global accepts · Rating: 1200 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math
[ericxiao's solution](#)

137.

811B

[Vladik and Complicated Book](#) · [Tutorial](#)

Quality: 6,798 global accepts · Rating: 1200 · first AC: 2019-09-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ericxiao's solution](#)

138.

985B

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

Quality: 7,879 global accepts · Rating: 1200 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

139.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[ericxiao's solution](#)

140.

899B

[Months and Years](#) · [Tutorial](#)

Quality: 6,437 global accepts · Rating: 1200 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

141.

842A

[Kirill And The Game](#) · [Tutorial](#)

Quality: 11,231 global accepts · Rating: 1200 · first AC: 2019-04-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, two pointers

[ericxiao's solution](#)

142.

1143B

[Nirvana](#) · [Tutorial](#)

Quality: 11,545 global accepts · Rating: 1200 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ericxiao's solution](#)

143.

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ericxiao's solution](#)

144.

1068B

[LCM](#) · [Tutorial](#)

Quality: 13,031 global accepts · Rating: 1200 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: math, number theory

[ericxiao's solution](#)

145.

1133C

[Balanced Team](#) · [Tutorial](#)

Quality: 28,137 global accepts · Rating: 1200 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: sortings, two pointers

[ericxiao's solution](#)

146.

1133B

[Preparation for International Women's Day](#) · [Tutorial](#)

Quality: 14,377 global accepts · Rating: 1200 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ericxiao's solution](#)

147.

1121B

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

Quality: 10,027 global accepts · Rating: 1200 · first AC: 2019-03-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ericxiao's solution](#)

148.

1104B

[Game with string](#) · [Tutorial](#)

Quality: 16,850 global accepts · Rating: 1200 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[ericxiao's solution](#)

149.

1015B

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

Quality: 12,411 global accepts · Rating: 1200 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

150.

1023C

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

Quality: 10,753 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ericxiao's solution](#)

151.

1023A

[Single Wildcard Pattern Matching](#) · [Tutorial](#)

Quality: 9,264 global accepts · Rating: 1200 · first AC: 2018-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[ericxiao's solution](#)

152.

776B

[Sherlock and his girlfriend](#) · [Tutorial](#)

Quality: 25,733 global accepts · Rating: 1200 · first AC: 2018-09-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[ericxiao's solution](#)

153.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,835 global accepts · Rating: 1300 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ericxiao's solution](#)

154.

1002B1

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

Quality: 488 global accepts · Rating: 1300 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

155.

1002A2

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

Quality: 570 global accepts · Rating: 1300 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

156.

808B

[Average Sleep Time](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: data structures, implementation, math

[ericxiao's solution](#)

157.

1322A

[Unusual Competitions](#) · [Tutorial](#)

Quality: 12,888 global accepts · Rating: 1300 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: greedy

[ericxiao's solution](#)

158.

437A

[The Child and Homework](#) · [Tutorial](#)

Quality: 9,362 global accepts · Rating: 1300 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

159.

1247B2

[TV Subscriptions \(Hard Version\)](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: implementation, two pointers

[ericxiao's solution](#)

160.

1236C

[Labs](#) · [Tutorial](#)

Quality: 10,553 global accepts · Rating: 1300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[ericxiao's solution](#)

161.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,785 global accepts · Rating: 1300 · first AC: 2019-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers

[ericxiao's solution](#)

162.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,915 global accepts · Rating: 1300 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ericxiao's solution](#)

163.

777B

[Game of Credit Cards](#) · [Tutorial](#)

Quality: 9,969 global accepts · Rating: 1300 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, sortings
[ericxiao's solution](#)

164.

761B

[Dasha and friends](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1300 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[ericxiao's solution](#)

165.

897B

[Chtholly's request](#) · [Tutorial](#)

Quality: 7,550 global accepts · Rating: 1300 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[ericxiao's solution](#)

166.

899C

[Dividing the numbers](#) · [Tutorial](#)

Quality: 9,046 global accepts · Rating: 1300 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math
[ericxiao's solution](#)

167.

798B

[Mike and strings](#) · [Tutorial](#)

Quality: 9,211 global accepts · Rating: 1300 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, strings
[ericxiao's solution](#)

168.

862B

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

Quality: 25,658 global accepts · Rating: 1300 · first AC: 2019-07-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees
[ericxiao's solution](#)

169.

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2019-06-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[ericxiao's solution](#)

170.

909B

[Segments](#) · [Tutorial](#)

Quality: 6,763 global accepts · Rating: 1300 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[ericxiao's solution](#)

171.

1008C

[Reorder the Array](#) · [Tutorial](#)

Rating: 1300 · first AC: 2019-05-30 · last AC: 2019-05-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ericxiao's solution](#)

172.

1059B

[Forgery](#) · [Tutorial](#)

Quality: 7,587 global accepts · Rating: 1300 · first AC: 2019-05-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

173.

912B

[New Year's Eve](#) · [Tutorial](#)

Quality: 13,839 global accepts · Rating: 1300 · first AC: 2019-04-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, number theory
[ericxiao's solution](#)

174.

1152B

[Neko Performs Cat Furrier Transform](#) · [Tutorial](#)

Quality: 9,316 global accepts · Rating: 1300 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, math

[ericxiao's solution](#)

175.

1038C

[Gambling](#) · [Tutorial](#)

Quality: 9,814 global accepts · Rating: 1300 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[ericxiao's solution](#)

176.

1040B

[Shashlik Cooking](#) · [Tutorial](#)

Quality: 7,486 global accepts · Rating: 1300 · first AC: 2019-04-06 · GNU C++11 (first AC) · Tags: dp, greedy, math

[ericxiao's solution](#)

177.

1108C

[Nice Garland](#) · [Tutorial](#)

Quality: 12,672 global accepts · Rating: 1300 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[ericxiao's solution](#)

178.

1096B

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

Quality: 11,685 global accepts · Rating: 1300 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, strings

[ericxiao's solution](#)

179.

1058C

[Vasya and Golden Ticket](#) · [Tutorial](#)

Rating: 1300 · first AC: 2018-09-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[ericxiao's solution](#)

180.

1634B

[Fortune Telling](#) · [Tutorial](#)

Quality: 22,309 global accepts · Rating: 1400 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math

[ericxiao's solution](#)

181.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-19 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[ericxiao's solution](#)

182.

518B

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

Quality: 8,387 global accepts · Rating: 1400 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[ericxiao's solution](#)

183.

650A

[Watchmen](#) · [Tutorial](#)

Quality: 16,641 global accepts · Rating: 1400 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: data structures, geometry, math

[ericxiao's solution](#)

184.

808C

[Tea Party](#) · [Tutorial](#)

Quality: 6,980 global accepts · Rating: 1400 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings

[ericxiao's solution](#)

185.

492C

[Vanya and Exams](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1400 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: greedy, sortings

[ericxiao's solution](#)

186.

1316B

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

Quality: 11,723 global accepts · Rating: 1400 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings, strings

[ericxiao's solution](#)

187.

437C

[The Child and Toy](#) · [Tutorial](#)

Quality: 14,995 global accepts · Rating: 1400 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, sortings

[ericxiao's solution](#)

188.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,806 global accepts · Rating: 1400 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: math

[ericxiao's solution](#)

189.

1284B

[New Year and Ascent Sequence](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[ericxiao's solution](#)

190.

652A

[Gabriel and Caterpillar](#) · [Tutorial](#)

Quality: 5,265 global accepts · Rating: 1400 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math

[ericxiao's solution](#)

191.

797B

[Odd sum](#) · [Tutorial](#)

Quality: 11,520 global accepts · Rating: 1400 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ericxiao's solution](#)

192.

1256B

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

Quality: 13,683 global accepts · Rating: 1400 · first AC: 2019-11-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[ericxiao's solution](#)

193.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ericxiao's solution](#)

194.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ericxiao's solution](#)

195.

816B

[Karen and Coffee](#) · [Tutorial](#)

Quality: 27,403 global accepts · Rating: 1400 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures,

implementation

[ericxiao's solution](#)

196.

975C

[Valhalla Siege](#) · [Tutorial](#)

Quality: 11,052 global accepts · Rating: 1400 · first AC: 2019-08-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search

[ericxiao's solution](#)

197.

805D

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

Rating: 1400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics

[ericxiao's solution](#)

198.

954B

[String Typing](#) · [Tutorial](#)

Quality: 7,791 global accepts · Rating: 1400 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

199.

1200C

[Round Corridor](#) · [Tutorial](#)

Quality: 10,636 global accepts · Rating: 1400 · first AC: 2019-08-11 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ericxiao's solution](#)

200.

937B

[Vile Grasshoppers](#) · [Tutorial](#)

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2019-06-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ericxiao's solution](#)

201.

448B

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

Quality: 17,316 global accepts · Rating: 1400 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[ericxiao's solution](#)

202.

1009B

[Minimum Ternary String](#) · [Tutorial](#)

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[ericxiao's solution](#)

203.

1143C

[Queen](#) · [Tutorial](#)

Quality: 17,653 global accepts · Rating: 1400 · first AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, trees

[ericxiao's solution](#)

204.

1095C

[Powers Of Two](#) · [Tutorial](#)

Quality: 19,588 global accepts · Rating: 1400 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ericxiao's solution](#)

205.

1068A

[Birthday](#) · [Tutorial](#)

Quality: 7,262 global accepts · Rating: 1400 · first AC: 2019-03-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ericxiao's solution](#)

206.

1108D

[Diverse Garland](#) · [Tutorial](#)

Quality: 16,488 global accepts · Rating: 1400 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy

[ericxiao's solution](#)

207.

1104C

[Grid game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-01-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ericxiao's solution](#)

208.

1061B

[Views Matter](#) · [Tutorial](#)

Quality: 7,643 global accepts · Rating: 1400 · first AC: 2018-12-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[ericxiao's solution](#)

209.

1272D

[Remove One Element](#) · [Tutorial](#)

Quality: 19,286 global accepts · Rating: 1500 · first AC: 2021-02-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[ericxiao's solution](#)

210.

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ericxiao's solution](#)

211.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ericxiao's solution](#)

212.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ericxiao's solution](#)

213.

1002A3

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

Quality: 484 global accepts · Rating: 1500 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

214.

1325C

[Ehab and Path-etic MEXs](#) · [Tutorial](#)

Quality: 17,159 global accepts · Rating: 1500 · first AC: 2020-04-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ericxiao's solution](#)

215.

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[ericxiao's solution](#)

216.

839C

[Journey](#) · [Tutorial](#)

Quality: 20,098 global accepts · Rating: 1500 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, probabilities, trees

[ericxiao's solution](#)

217.

873B

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

Quality: 9,110 global accepts · Rating: 1500 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: dp, implementation

[ericxiao's solution](#)

218.

701C

[They Are Everywhere](#) · [Tutorial](#)

Quality: 19,800 global accepts · Rating: 1500 · first AC: 2020-03-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, strings, two pointers

[ericxiao's solution](#)

219.

437B

[The Child and Set](#) · [Tutorial](#)

Quality: 10,449 global accepts · Rating: 1500 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, implementation, sortings

[ericxiao's solution](#)

220.

1300C

[Anu Has a Function](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ericxiao's solution](#)

221.

902C

[Hashing Trees](#) · [Tutorial](#)

Rating: 1500 · first AC: 2019-10-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ericxiao's solution](#)

222.

1236B

[Alice and the List of Presents](#) · [Tutorial](#)

Quality: 12,055 global accepts · Rating: 1500 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ericxiao's solution](#)

223.

761C

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

Quality: 6,037 global accepts · Rating: 1500 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[ericxiao's solution](#)

224.

864C

[Bus](#) · [Tutorial](#)

Quality: 6,232 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ericxiao's solution](#)

225.

864D

[Make a Permutation!](#) · [Tutorial](#)

Quality: 6,371 global accepts · Rating: 1500 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math

[ericxiao's solution](#)

226.

985C

[Liebig's Barrels](#) · [Tutorial](#)

Quality: 5,975 global accepts · Rating: 1500 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ericxiao's solution](#)

227.

1186D

[Vus the Cossack and Numbers](#) · [Tutorial](#)

Quality: 9,323 global accepts · Rating: 1500 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ericxiao's solution](#)

228.

1181B

[Split a Number](#) · [Tutorial](#)

Quality: 6,613 global accepts · Rating: 1500 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings
[ericxiao's solution](#)

229.

1163B1

[Cat Party \(Easy Edition\)](#) · [Tutorial](#)

Quality: 7,331 global accepts · Rating: 1500 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ericxiao's solution](#)

230.

1133D

[Zero Quantity Maximization](#) · [Tutorial](#)

Quality: 16,459 global accepts · Rating: 1500 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: hashing, math, number theory
[ericxiao's solution](#)

231.

1523C

[Compression and Expansion](#) · [Tutorial](#)

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation, trees
[ericxiao's solution](#)

232.

1002B3

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

Quality: 421 global accepts · Rating: 1600 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special
[ericxiao's solution](#)

233.

1002B2

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

Quality: 455 global accepts · Rating: 1600 · first AC: 2020-06-04 · Q# (first AC) · Tags: *special
[ericxiao's solution](#)

234.

873C

[Strange Game On Matrix](#) · [Tutorial](#)

Quality: 3,610 global accepts · Rating: 1600 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: greedy, two pointers
[ericxiao's solution](#)

235.

1303C

[Perfect Keyboard](#) · [Tutorial](#)

Quality: 12,859 global accepts · Rating: 1600 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, greedy, implementation
[ericxiao's solution](#)

236.

1284C

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

Quality: 8,741 global accepts · Rating: 1600 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math
[ericxiao's solution](#)

237.

916C

[Jamie and Interesting Graph](#) · [Tutorial](#)

Quality: 5,541 global accepts · Rating: 1600 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths
[ericxiao's solution](#)

238.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-27 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

239.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,339 global accepts · Rating: 1600 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[ericxiao's solution](#)

240.

1241C

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ericxiao's solution](#)

241.

1238C

[Standard Free2play](#) · [Tutorial](#)

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ericxiao's solution](#)

242.

777C

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

Quality: 6,818 global accepts · Rating: 1600 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[ericxiao's solution](#)

243.

979C

[Kuro and Walking Route](#) · [Tutorial](#)

Quality: 7,334 global accepts · Rating: 1600 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, trees

[ericxiao's solution](#)

244.

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, shortest paths

[ericxiao's solution](#)

245.

849B

[Tell Your World](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 1600 · first AC: 2019-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry

[ericxiao's solution](#)

246.

822C

[Hacker, pack your bags!](#) · [Tutorial](#)

Quality: 4,938 global accepts · Rating: 1600 · first AC: 2019-06-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, sortings

[ericxiao's solution](#)

247.

950C

[Zebras](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ericxiao's solution](#)

248.

939D

[Love Rescue](#) · [Tutorial](#)

Quality: 8,111 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, strings

[ericxiao's solution](#)

249.

939C

[Convenient For Everybody](#) · [Tutorial](#)

Quality: 4,926 global accepts · Rating: 1600 · first AC: 2019-06-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, two pointers
[ericxiao's solution](#)

250.

1163B2

[Cat Party \(Hard Edition\)](#) · [Tutorial](#)

Quality: 7,647 global accepts · Rating: 1600 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation
[ericxiao's solution](#)

251.

1041C

[Coffee Break](#) · [Tutorial](#)

Quality: 10,239 global accepts · Rating: 1600 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, two pointers
[ericxiao's solution](#)

252.

1027C

[Minimum Value Rectangle](#) · [Tutorial](#)

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[ericxiao's solution](#)

253.

1095D

[Circular Dance](#) · [Tutorial](#)

Quality: 8,094 global accepts · Rating: 1600 · first AC: 2019-03-26 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[ericxiao's solution](#)

254.

1138C

[Skyscrapers](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, sortings
[ericxiao's solution](#)

255.

1133F1

[Spanning Tree with Maximum Degree](#) · [Tutorial](#)

Quality: 8,780 global accepts · Rating: 1600 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: graphs
[ericxiao's solution](#)

256.

1082C

[Multi-Subject Competition](#) · [Tutorial](#)

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2019-03-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[ericxiao's solution](#)

257.

1096C

[Polygon for the Angle](#) · [Tutorial](#)

Quality: 7,240 global accepts · Rating: 1600 · first AC: 2018-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[ericxiao's solution](#)

258.

1015D

[Walking Between Houses](#) · [Tutorial](#)

Quality: 8,961 global accepts · Rating: 1600 · first AC: 2018-09-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[ericxiao's solution](#)

259.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers
[ericxiao's solution](#)

260.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,007 global accepts · Rating: 1700 · first AC: 2021-02-12 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, number theory

[ericxiao's solution](#)

261.

518D

[Ilya and Escalator](#) · [Tutorial](#)

Quality: 8,170 global accepts · Rating: 1700 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[ericxiao's solution](#)

262.

831C

[Jury Marks](#) · [Tutorial](#)

Quality: 5,511 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[ericxiao's solution](#)

263.

797C

[Minimal string](#) · [Tutorial](#)

Quality: 9,843 global accepts · Rating: 1700 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[ericxiao's solution](#)

264.

766C

[Mahmoud and a Message](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 1700 · first AC: 2019-11-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, strings

[ericxiao's solution](#)

265.

732D

[Exams](#) · [Tutorial](#)

Quality: 5,922 global accepts · Rating: 1700 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[ericxiao's solution](#)

266.

1228C

[Primes and Multiplication](#) · [Tutorial](#)

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[ericxiao's solution](#)

267.

758C

[Unfair Poll](#) · [Tutorial](#)

Quality: 4,053 global accepts · Rating: 1700 · first AC: 2019-09-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[ericxiao's solution](#)

268.

761D

[Dasha and Very Difficult Problem](#) · [Tutorial](#)

Quality: 4,212 global accepts · Rating: 1700 · first AC: 2019-09-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, sortings

[ericxiao's solution](#)

269.

816C

[Karen and Game](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ericxiao's solution](#)

270.

897C

[Nephren gives a riddle](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, math

[ericxiao's solution](#)

271.

954C

[Matrix Walk](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 1700 · first AC: 2019-08-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ericxiao's solution](#)

272.

798C

[Mike and gcd problem](#) · [Tutorial](#)

Quality: 6,370 global accepts · Rating: 1700 · first AC: 2019-07-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, number theory

[ericxiao's solution](#)

273.

950D

[A Leapfrog in the Array](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-06-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ericxiao's solution](#)

274.

1009C

[Annoying Present](#) · [Tutorial](#)

Quality: 5,557 global accepts · Rating: 1700 · first AC: 2019-04-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ericxiao's solution](#)

275.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[ericxiao's solution](#)

276.

1143D

[The Beatles](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-03-31 · last AC: 2019-03-31 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, number theory

[ericxiao's solution](#)

277.

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2019-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[ericxiao's solution](#)

278.

1068C

[Colored Rooks](#) · [Tutorial](#)

Quality: 3,350 global accepts · Rating: 1700 · first AC: 2019-03-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs

[ericxiao's solution](#)

279.

1586D

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

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

[ericxiao's solution](#)

280.

1466E

[Apollo versus Pan](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2021-01-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[ericxiao's solution](#)

281.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[ericxiao's solution](#)

282.

933A

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

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: dp

[ericxiao's solution](#)

283.

831D

[Office Keys](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy

[ericxiao's solution](#)

284.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,526 global accepts · Rating: 1800 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[ericxiao's solution](#)

285.

492D

[Vanya and Computer Game](#) · [Tutorial](#)

Quality: 3,322 global accepts · Rating: 1800 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: binary search, implementation, math, sortings

[ericxiao's solution](#)

286.

873D

[Merge Sort](#) · [Tutorial](#)

Quality: 4,032 global accepts · Rating: 1800 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer

[ericxiao's solution](#)

287.

701E

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

Rating: 1800 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[ericxiao's solution](#)

288.

1316C

[Primitive Primes](#) · [Tutorial](#)

Quality: 7,592 global accepts · Rating: 1800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, ternary search

[ericxiao's solution](#)

289.

1300D

[Aerodynamic](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-10 · C++17 (GCC 7-32) (first AC) · Tags: geometry

[ericxiao's solution](#)

290.

652C

[Foe Pairs](#) · [Tutorial](#)

Quality: 3,760 global accepts · Rating: 1800 · first AC: 2020-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, sortings, two pointers

[ericxiao's solution](#)

291.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,302 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, trees

[ericxiao's solution](#)

292.

777D

[Cloud of Hashtags](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation, strings

[ericxiao's solution](#)

293.

846F

[Random Query](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 1800 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, probabilities, two pointers

[ericxiao's solution](#)

294.

979B

[Treasure Hunt](#) · [Tutorial](#)

Quality: 4,779 global accepts · Rating: 1800 · first AC: 2019-08-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ericxiao's solution](#)

295.

899D

[Shovel Sale](#) · [Tutorial](#)

Quality: 3,262 global accepts · Rating: 1800 · first AC: 2019-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ericxiao's solution](#)

296.

1186C

[Vus the Cossack and Strings](#) · [Tutorial](#)

Quality: 6,547 global accepts · Rating: 1800 · first AC: 2019-06-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ericxiao's solution](#)

297.

1173C

[Nauuo and Cards](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-06-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ericxiao's solution](#)

298.

448D

[Multiplication Table](#) · [Tutorial](#)

Quality: 16,668 global accepts · Rating: 1800 · first AC: 2019-06-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force

[ericxiao's solution](#)

299.

1152C

[Neko does Maths](#) · [Tutorial](#)

Quality: 7,084 global accepts · Rating: 1800 · first AC: 2019-04-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[ericxiao's solution](#)

300.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2019-04-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[ericxiao's solution](#)

301.

1133E

[K Balanced Teams](#) · [Tutorial](#)

Quality: 6,445 global accepts · Rating: 1800 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, two pointers

[ericxiao's solution](#)

302.

1108E1

[Array and Segments \(Easy version\)](#) · [Tutorial](#)

Quality: 4,900 global accepts · Rating: 1800 · first AC: 2019-01-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation

[ericxiao's solution](#)

303.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[ericxiao's solution](#)

304.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-01 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[ericxiao's solution](#)

305.

613A

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

Quality: 3,429 global accepts · Rating: 1900 · first AC: 2020-07-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, ternary search

[ericxiao's solution](#)

306.

1172B

[Nauuo and Circle](#) · [Tutorial](#)

Quality: 4,405 global accepts · Rating: 1900 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[ericxiao's solution](#)

307.

808D

[Array Division](#) · [Tutorial](#)

Quality: 8,107 global accepts · Rating: 1900 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[ericxiao's solution](#)

308.

839B

[Game of the Rows](#) · [Tutorial](#)

Quality: 3,438 global accepts · Rating: 1900 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ericxiao's solution](#)

309.

701D

[As Fast As Possible](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, math

[ericxiao's solution](#)

310.

437D

[The Child and Zoo](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 1900 · first AC: 2020-02-22 · C++14 (GCC 6-32) (first AC) · Tags: dsu, sortings

[ericxiao's solution](#)

311.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy

[ericxiao's solution](#)

312.

1243D

[0-1 MST](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, two pointers

[ericxiao's solution](#)

313.

1251D

[Salary Changing](#) · [Tutorial](#)

Quality: 6,466 global accepts · Rating: 1900 · first AC: 2019-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings
[ericxiao's solution](#)

314.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, dp, strings
[ericxiao's solution](#)

315.

1228D

[Complete Tripartite](#) · [Tutorial](#)

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation
[ericxiao's solution](#)

316.

846D

[Monitor](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 1900 · first AC: 2019-09-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures
[ericxiao's solution](#)

317.

811C

[Vladik and Memorable Trip](#) · [Tutorial](#)

Quality: 3,495 global accepts · Rating: 1900 · first AC: 2019-09-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[ericxiao's solution](#)

318.

1181C

[Flag](#) · [Tutorial](#)

Quality: 3,404 global accepts · Rating: 1900 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, implementation
[ericxiao's solution](#)

319.

1163C2

[Power Transmission \(Hard Edition\)](#) · [Tutorial](#)

Quality: 3,955 global accepts · Rating: 1900 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, math
[ericxiao's solution](#)

320.

1163C1

[Power Transmission \(Easy Edition\)](#) · [Tutorial](#)

Quality: 3,581 global accepts · Rating: 1900 · first AC: 2019-05-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry
[ericxiao's solution](#)

321.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2019-04-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy
[ericxiao's solution](#)

322.

1068D

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

Rating: 1900 · first AC: 2019-03-24 · C++14 (GCC 6-32) (first AC) · Tags: dp
[ericxiao's solution](#)

323.

1133F2

[Spanning Tree with One Fixed Degree](#) · [Tutorial](#)

Quality: 3,825 global accepts · Rating: 1900 · first AC: 2019-03-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and

similar, dsu, graphs, greedy

[ericxiao's solution](#)

324.

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[ericxiao's solution](#)

325.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings

[ericxiao's solution](#)

326.

1316D

[Nash Matrix](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[ericxiao's solution](#)

327.

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2019-12-30 · last AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[ericxiao's solution](#)

328.

1257E

[The Contest](#) · [Tutorial](#)

Quality: 4,537 global accepts · Rating: 2000 · first AC: 2019-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[ericxiao's solution](#)

329.

916B

[Jamie and Binary Sequence \(changed after round\)](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2019-11-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[ericxiao's solution](#)

330.

1256F

[Equalizing Two Strings](#) · [Tutorial](#)

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2019-11-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings

[ericxiao's solution](#)

331.

1244C

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

Quality: 8,296 global accepts · Rating: 2000 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ericxiao's solution](#)

332.

1244E

[Minimizing Difference](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, ternary search, two pointers

[ericxiao's solution](#)

333.

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, two pointers

[ericxiao's solution](#)

334.

777E

[Hanoi Factory](#) · [Tutorial](#)

Quality: 4,753 global accepts · Rating: 2000 · first AC: 2019-09-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ericxiao's solution](#)

335.

897D

[Ithea Plays With Chtholly](#) · [Tutorial](#)

Rating: 2000 · first AC: 2019-08-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, implementation, interactive

[ericxiao's solution](#)

336.

1165F2

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

Quality: 2,454 global accepts · Rating: 2000 · first AC: 2019-05-15 · last AC: 2019-05-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, implementation

[ericxiao's solution](#)

337.

1472F

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

Quality: 3,291 global accepts · Rating: 2100 · first AC: 2021-07-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings

[ericxiao's solution](#)

338.

797D

[Broken BST](#) · [Tutorial](#)

Quality: 2,185 global accepts · Rating: 2100 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar

[ericxiao's solution](#)

339.

1265E

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

Quality: 4,523 global accepts · Rating: 2100 · first AC: 2019-12-06 · last AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math, probabilities

[ericxiao's solution](#)

340.

780E

[Underground Lab](#) · [Tutorial](#)

Quality: 2,977 global accepts · Rating: 2100 · first AC: 2019-12-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ericxiao's solution](#)

341.

732E

[Sockets](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2100 · first AC: 2019-10-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[ericxiao's solution](#)

342.

1223E

[Paint the Tree](#) · [Tutorial](#)

Quality: 2,891 global accepts · Rating: 2100 · first AC: 2019-10-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings, trees

[ericxiao's solution](#)

343.

985D

[Sand Fortress](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2100 · first AC: 2019-08-24 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[ericxiao's solution](#)

344.

920E

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

Quality: 7,750 global accepts · Rating: 2100 · first AC: 2019-08-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ericxiao's solution](#)

345.

321C

[Ciel the Commander](#) · [Tutorial](#)

Quality: 9,395 global accepts · Rating: 2100 · first AC: 2019-07-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, greedy, trees

[ericxiao's solution](#)

346.

1586E

[Moment of Bloom](#) · [Tutorial](#)

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

[ericxiao's solution](#)

347.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-26 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[ericxiao's solution](#)

348.

839D

[Winter is here](#) · [Tutorial](#)

Quality: 3,552 global accepts · Rating: 2200 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[ericxiao's solution](#)

349.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[ericxiao's solution](#)

350.

271E

[Three Horses](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2200 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[ericxiao's solution](#)

351.

165E

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

Quality: 9,386 global accepts · Rating: 2200 · first AC: 2019-11-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp

[ericxiao's solution](#)

352.

1238E

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

Quality: 3,466 global accepts · Rating: 2200 · first AC: 2019-10-09 · last AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp

[ericxiao's solution](#)

353.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2019-10-09 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ericxiao's solution](#)

354.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,806 global accepts · Rating: 2200 · first AC: 2019-06-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[ericxiao's solution](#)

355.

617E

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

Quality: 10,617 global accepts · Rating: 2200 · first AC: 2019-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[ericxiao's solution](#)

356.

652E

[Pursuit For Artifacts](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[ericxiao's solution](#)

357.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[ericxiao's solution](#)

358.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[ericxiao's solution](#)

359.

808E

[Selling Souvenirs](#) · [Tutorial](#)

Quality: 2,191 global accepts · Rating: 2300 · first AC: 2020-03-26 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, ternary search

[ericxiao's solution](#)

360.

873E

[Awards For Contestants](#) · [Tutorial](#)

Quality: 793 global accepts · Rating: 2300 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[ericxiao's solution](#)

361.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,374 global accepts · Rating: 2300 · first AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[ericxiao's solution](#)

362.

902E

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

Rating: 2300 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, graphs

[ericxiao's solution](#)

363.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2019-10-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, implementation

[ericxiao's solution](#)

364.

732F

[Tourist Reform](#) · [Tutorial](#)

Quality: 3,287 global accepts · Rating: 2300 · first AC: 2019-10-16 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ericxiao's solution](#)

365.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[ericxiao's solution](#)

366.

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[ericxiao's solution](#)

367.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,640 global accepts · Rating: 2400 · first AC: 2020-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[ericxiao's solution](#)

368.

808F

[Card Game](#) · [Tutorial](#)

Quality: 1,587 global accepts · Rating: 2400 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: binary search, flows, graphs

[ericxiao's solution](#)

369.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: dsu, string suffix structures, strings

[ericxiao's solution](#)

370.

1282E

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2019-12-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs

[ericxiao's solution](#)

371.

1264C

[Beautiful Mirrors with queries](#) · [Tutorial](#)

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2019-12-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[ericxiao's solution](#)

372.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ericxiao's solution](#)

373.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2019-10-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ericxiao's solution](#)

374.

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,834 global accepts · Rating: 2400 · first AC: 2019-08-18 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, matrices

[ericxiao's solution](#)

375.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,842 global accepts · Rating: 2400 · first AC: 2019-06-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[ericxiao's solution](#)

376.

446C

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

Quality: 3,934 global accepts · Rating: 2400 · first AC: 2019-04-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[ericxiao's solution](#)

377.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,692 global accepts · Rating: 2500 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[ericxiao's solution](#)

378.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2019-12-20 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, trees

[ericxiao's solution](#)

379.

360C

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

Quality: 1,227 global accepts · Rating: 2500 · first AC: 2019-12-05 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[ericxiao's solution](#)

380.

1236E

[Alice and the Unfair Game](#) · [Tutorial](#)

Quality: 731 global accepts · Rating: 2500 · first AC: 2019-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, dsu

[ericxiao's solution](#)

381.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2019-09-20 · C++17 (GCC 7-32) (first AC) · Tags: games

[ericxiao's solution](#)

382.

805F

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

Rating: 2500 · first AC: 2019-08-19 · C++17 (GCC 7-32) (first AC) · Tags: graphs, probabilities, trees

[ericxiao's solution](#)

383.

764E

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

Rating: 2600 · first AC: 2022-07-09 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

384.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2600 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive, probabilities

[ericxiao's solution](#)

385.

701F

[Break Up](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: graphs

[ericxiao's solution](#)

386.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2019-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ericxiao's solution](#)

387.

1223F

[Stack Exterminable Arrays](#) · [Tutorial](#)

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2019-10-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[ericxiao's solution](#)

388.

897E

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

Rating: 2600 · first AC: 2019-08-31 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[ericxiao's solution](#)

389.

213E

[Two Permutations](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 2700 · first AC: 2021-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[ericxiao's solution](#)

390.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[ericxiao's solution](#)

391.

616F

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

Quality: 723 global accepts · Rating: 2700 · first AC: 2021-10-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, string suffix structures, strings

[ericxiao's solution](#)

392.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2700 · first AC: 2021-03-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[ericxiao's solution](#)

393.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[ericxiao's solution](#)

394.

932F

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

Quality: 4,119 global accepts · Rating: 2700 · first AC: 2021-02-01 · last AC: 2021-02-01 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry

[ericxiao's solution](#)

395.

774F

[Pens And Days Of Week](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 2700 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: *special, binary search, number theory

[ericxiao's solution](#)

396.

839E

[Mother of Dragons](#) · [Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, graphs, math, meet-in-the-middle
[ericxiao's solution](#)

397.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2019-12-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, sortings
[ericxiao's solution](#)

398.

1238G

[Adilbek and the Watering System](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 2700 · first AC: 2019-10-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, sortings
[ericxiao's solution](#)

399.

1316F

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

Quality: 894 global accepts · Rating: 2800 · first AC: 2020-03-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, probabilities
[ericxiao's solution](#)

400.

932G

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

Quality: 1,182 global accepts · Rating: 2900 · first AC: 2021-10-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings
[ericxiao's solution](#)

401.

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[ericxiao's solution](#)

402.

375E

[Red and Black Tree](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3000 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math
[ericxiao's solution](#)

403.

100956K

[Two Strings](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

404.

100956J

[Sort It!](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

405.

100956F

[Colored Path](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

406.

100956D

[Greedy Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

407.

101161B

[Average](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

408.

101161H

[Witcher Potion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

409.

101161I

[Sky Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

410.

101161D

[Find C](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

411.

101161L

[Coordinates](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

412.

101612G

[Grand Test](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

413.

101612H

[Hidden Supervisors](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

414.

101612E

[Equal Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

415.

101612L

[Little Difference](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

416.

101612I

[Intelligence in Perpendicularia](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

417.

101612B

[Boolean Satisfiability](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

418.

101612C

[Consonant Fency](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

419.

101612K

[Kotlin Island](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

420.

101612A

[Auxiliary Project](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

421.

103640M

[Most Ordered Way](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

422.

103640J

[Joining Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

423.

103640I

[Invested Money](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

424.

103640H

[Hamilton - The Musical](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

425.

103640F

[Fields Division](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

426.

103640K

[KIARA is a Recursive Acronym](#) · [Tutorial](#)

Rating: — · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

427.

1663D

[Is it rated - 3](#) · [Tutorial](#)

Quality: 1,484 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, combinatorics, dp, math

[ericxiao's solution](#)

428.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · C++17 (GCC 9-64) (first AC) · Tags: *special, expression parsing, trees

[ericxiao's solution](#)

429.

103438E

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

430.

103438K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

431.

103438L

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

432.

103438F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

433.

103438G

[Max Pair Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

434.

103438J

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

435.

103438A

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

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

436.

103438N

[A-series](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

437.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

438.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[ericxiao's solution](#)

439.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

440.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

441.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

442.

103428J

[Circular Billiard Table](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

443.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

444.

103081I

[Emails](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

445.

103081H

[Figurines](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

446.

103081L

[Restaurants](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

447.

103081F

[Mentors](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

448.

103081G

[Decoration](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

449.

103081D

[Jogging](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

450.

103081C

[Safe Distance](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

451.

103081K

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

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

452.

103081A

[Gratitude](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

453.

103081E

[Cakes](#) · [Tutorial](#)

Rating: — · first AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

454.

102803J

[Jingle Bells](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

455.

102803K

[Keeping A Secret](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

456.

102803D

[Death by Thousand Cuts](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

457.

102803C

[Cornelia Street](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

458.

102803H

[Hate That You Know Me](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

459.

102803L

[Let's Get Married](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

460.

102803F

[False God](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

461.

102803B

[Bills of Paradise](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

462.

102803A

[August](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

463.

102803G

[Goodbye](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: —

[ericxiao's solution](#)

464.

101158D

[Hidden Anagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

465.

101158F

[Three Kingdoms of Bourdelot](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

466.

101158G

[Placing Medals on a Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

467.

101158B

[Quality of Check Digits](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

468.

101158C

[Distribution Center](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

469.

101158A

[Rearranging a Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

470.

100553E

[Epic Win!](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

471.

100553I

[Improvements](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

472.

100553F

[Filter](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

473.

100553J

[Jokewithpermutation](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

474.

100553B

[Burrito King](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

475.

100553K

[Knockout Racing](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

476.

100553A

[Alter Board](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

477.

101193G

[Hard exam](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

478.

101193I

[Credit history](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

479.

101193C

[Crime fiction society](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

480.

101193E

[Elections](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

481.

101193A

[Street magic](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

482.

101193H

[A+B](#) · [Tutorial](#)

Rating: — · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

483.

101196A

[Bubbly Troubly](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

484.

101196J

[Yes, Yes, It's Nonograms](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

485.

101196H

[Vin Diagrams](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

486.

101196G

[That's One Hanoi-ed Teacher](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

487.

101196I

[Waif Until Dark](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

488.

101196F

[Removal Game](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

489.

101196D

[Lost in Translation](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

490.

101196E

[Red Rover](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

491.

101196B

[Foosball Dynasty](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

492.

101196C

[The Key to Cryptography](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

493.

102500A

[Average Rank](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

494.

102500G

[Gnoll Hypothesis](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

495.

102500C

[Canvas Line](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[ericxiao's solution](#)

496.

102500F

[Firetrucks Are Red](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[ericxiao's solution](#)

497.

102500E

[Expeditious Cubing](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[ericxiao's solution](#)

498.

102500I

[Inverted Deck](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-04 · C++14 (GCC 6-32) (first AC) · Tags: —
[ericxiao's solution](#)

499.

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

500.

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

501.

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2020-12-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

502.

102835I

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

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

503.

102835H

[Optimization for UltraNet](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

504.

102835M

[Keystroke](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[ericxiao's solution](#)

505.

102835A

[Right-Coupled Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2020-11-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

506.

102460L

[Largest Quadrilateral](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

507.

102460A

[Rush Hour Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

508.

102460E

[The League of Sequence Designers](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

509.

102460H

[Mining a](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

510.

102460J

[Automatic Control Machine](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

511.

102460K

[Length of Bundle Rope](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

512.

102460D

[Tapioka](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

513.

102460C

[Are They All Integers?](#) · [Tutorial](#)

Rating: — · first AC: 2020-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ericxiao's solution](#)

514.

1357A4

[Distinguish Rz from R1](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

515.

1357A3

[Distinguish H from X](#) · [Tutorial](#)

Quality: 481 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

516.

1357A2

[Distinguish I, CNOTs and SWAP](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

517.

1357A1

[Figure out direction of CNOT](#) · [Tutorial](#)

Quality: 634 global accepts · Rating: — · first AC: 2020-06-22 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

518.

1357D1

[Quantum Classification - Dataset 3](#) · [Tutorial](#)

Quality: 126 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

519.

1357E1

[Power of quantum Fourier transform](#) · [Tutorial](#)

Quality: 195 global accepts · Rating: — · first AC: 2020-06-20 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

520.

1356D1

[Quantum Classification - 1](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: — · first AC: 2020-06-15 · last AC: 2020-06-16 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

521.

1356D2

[Quantum Classification - 2](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: — · first AC: 2020-06-15 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

522.

1356A1

[Distinguish I from X](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: — · first AC: 2020-06-13 · last AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

523.

1356B2

[Decrement](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

524.

1356B1

[Increment](#) · [Tutorial](#)

Quality: 286 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

525.

1356A5

[Distinguish Z from -Z](#) · [Tutorial](#)

Quality: 334 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

526.

1356A4

[Distinguish I "— X from CNOT](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

527.

1356C

[Prepare state \$|0\rangle + |1\rangle\$](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

528.

1356A3

[Distinguish Z from S](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

529.

1356A2

[Distinguish I from Z](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: — · first AC: 2020-06-13 · Q# (first AC) · Tags: *special

[ericxiao's solution](#)

530.

1331C

[...And after happily lived ever they](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, bitmasks

[ericxiao's solution](#)

531.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, math, number theory

[ericxiao's solution](#)

532.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special, implementation

[ericxiao's solution](#)

533.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,508 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[ericxiao's solution](#)

534.

102219E

[Optimal Slots](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

535.

102219K

[Help The Support Lady](#) · [Tutorial](#)

Rating: — · first AC: 2020-03-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ericxiao's solution](#)

536.

102219A

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