

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

<https://cfelitetracker.vercel.app>

# Unique solved — ethan\_enhe

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

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

Filters: none

Count: 705

1.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ethan\\_enhe's solution](#)

2.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,313 global accepts · Rating: 800 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[ethan\\_enhe's solution](#)

3.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[ethan\\_enhe's solution](#)

4.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,384 global accepts · Rating: 800 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[ethan\\_enhe's solution](#)

5.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,958 global accepts · Rating: 800 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games

[ethan\\_enhe's solution](#)

6.

1842A

[Tenzing and Tsondu](#) · [Tutorial](#)

Quality: 20,797 global accepts · Rating: 800 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: games, math

[ethan\\_enhe's solution](#)

7.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

8.

1787A

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

Quality: 20,385 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

9.

1782A

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

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math

[ethan\\_enhe's solution](#)

**10.**

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings  
[ethan\\_enhe's solution](#)

**11.**

1761A

[Two Permutations](#) · [Tutorial](#)

Quality: 36,634 global accepts · Rating: 800 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms  
[ethan\\_enhe's solution](#)

**12.**

1740B

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

Quality: 14,352 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, sortings  
[ethan\\_enhe's solution](#)

**13.**

1740A

[Factorise N+M](#) · [Tutorial](#)

Quality: 23,159 global accepts · Rating: 800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory  
[ethan\\_enhe's solution](#)

**14.**

1746B

[Rebellion](#) · [Tutorial](#)

Quality: 18,637 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers  
[ethan\\_enhe's solution](#)

**15.**

1746A

[Maxmina](#) · [Tutorial](#)

Quality: 21,066 global accepts · Rating: 800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy  
[ethan\\_enhe's solution](#)

**16.**

1738A

[Glory Addicts](#) · [Tutorial](#)

Quality: 14,193 global accepts · Rating: 800 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings  
[ethan\\_enhe's solution](#)

**17.**

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ethan\\_enhe's solution](#)

**18.**

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy  
[ethan\\_enhe's solution](#)

**19.**

1656A

[Good Pairs](#) · [Tutorial](#)

Quality: 20,454 global accepts · Rating: 800 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings  
[ethan\\_enhe's solution](#)

**20.**

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: strings  
[ethan\\_enhe's solution](#)

**21.**

1654A

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

Quality: 19,391 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[ethan\\_enhe's solution](#)

**22.**

1637A

[Sorting Parts](#) · [Tutorial](#)

Quality: 24,135 global accepts · Rating: 800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, sortings

[ethan\\_enhe's solution](#)

**23.**

1621A

[Stable Arrangement of Rooks](#) · [Tutorial](#)

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[ethan\\_enhe's solution](#)

**24.**

1616A

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

Quality: 23,829 global accepts · Rating: 800 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[ethan\\_enhe's solution](#)

**25.**

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

**26.**

1620A

[Equal or Not Equal](#) · [Tutorial](#)

Quality: 23,155 global accepts · Rating: 800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, implementation

[ethan\\_enhe's solution](#)

**27.**

1608A

[Find Array](#) · [Tutorial](#)

Quality: 20,264 global accepts · Rating: 800 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

**28.**

1612A

[Distance](#) · [Tutorial](#)

Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[ethan\\_enhe's solution](#)

**29.**

1257A

[Two Rival Students](#) · [Tutorial](#)

Quality: 21,663 global accepts · Rating: 800 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

**30.**

1093A

[Dice Rolling](#) · [Tutorial](#)

Quality: 18,359 global accepts · Rating: 800 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: math

[ethan\\_enhe's solution](#)

**31.**

1557A

[Ezzat and Two Subsequences](#) · [Tutorial](#)

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: brute force, math, sortings

[ethan\\_enhe's solution](#)

**32.**

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: sortings, strings

[ethan\\_enhe's solution](#)

**33.**

1096A

[Find Divisible](#) · [Tutorial](#)

Quality: 19,634 global accepts · Rating: 800 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[ethan\\_enhe's solution](#)

**34.**

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,268 global accepts · Rating: 800 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: math, number theory

[ethan\\_enhe's solution](#)

**35.**

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,882 global accepts · Rating: 800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

**36.**

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**37.**

1491A

[K-th Largest Value](#) · [Tutorial](#)

Quality: 19,029 global accepts · Rating: 800 · first AC: 2021-02-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[ethan\\_enhe's solution](#)

**38.**

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-15 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: implementation, sortings

[ethan\\_enhe's solution](#)

**39.**

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,736 global accepts · Rating: 800 · first AC: 2021-02-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy, strings

[ethan\\_enhe's solution](#)

**40.**

1478A

[Nezzar and Colorful Balls](#) · [Tutorial](#)

Quality: 28,014 global accepts · Rating: 800 · first AC: 2021-01-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy

[ethan\\_enhe's solution](#)

**41.**

1474A

[Puzzle From the Future](#) · [Tutorial](#)

Quality: 23,359 global accepts · Rating: 800 · first AC: 2021-01-19 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**42.**

1473A

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

Quality: 37,431 global accepts · Rating: 800 · first AC: 2021-01-14 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings

[ethan\\_enhe's solution](#)

**43.**

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[ethan\\_enhe's solution](#)

**44.**

1009A

[Game Shopping](#) · [Tutorial](#)

Quality: 12,311 global accepts · Rating: 800 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: implementation

[ethan\\_enhe's solution](#)

**45.**

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,424 global accepts · Rating: 900 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings, two pointers

[ethan\\_enhe's solution](#)

**46.**

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

**47.**

1737A

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

Quality: 10,851 global accepts · Rating: 900 · first AC: 2022-10-07 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, strings

[ethan\\_enhe's solution](#)

**48.**

1696B

[NIT Destroys the Universe](#) · [Tutorial](#)

Quality: 36,336 global accepts · Rating: 900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**49.**

1613A

[Long Comparison](#) · [Tutorial](#)

Quality: 26,629 global accepts · Rating: 900 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[ethan\\_enhe's solution](#)

**50.**

1609A

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

Quality: 18,896 global accepts · Rating: 900 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[ethan\\_enhe's solution](#)

**51.**

1588A

[Two Arrays](#) · [Tutorial](#)

Rating: 900 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: graph matchings, greedy, math, sortings

[ethan\\_enhe's solution](#)

**52.**

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[ethan\\_enhe's solution](#)

**53.**

1610A

[Anti Light's Cell Guessing](#) · [Tutorial](#)

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[ethan\\_enhe's solution](#)

**54.**

1093B

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

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[ethan\\_enhe's solution](#)

**55.**

1107A

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

Quality: 12,774 global accepts · Rating: 900 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: greedy, strings

[ethan\\_enhe's solution](#)

**56.**

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy, implementation

[ethan\\_enhe's solution](#)

**57.**

1471A

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

Quality: 38,217 global accepts · Rating: 900 · first AC: 2021-01-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[ethan\\_enhe's solution](#)

**58.**

1279A

[New Year Garland](#) · [Tutorial](#)

Quality: 17,814 global accepts · Rating: 900 · first AC: 2019-12-27 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: math

[ethan\\_enhe's solution](#)

**59.**

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,813 global accepts · Rating: 900 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, implementation

[ethan\\_enhe's solution](#)

**60.**

1016A

[Death Note](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 900 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[ethan\\_enhe's solution](#)

**61.**

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[ethan\\_enhe's solution](#)

**62.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,914 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

63.

1844B

[Permutations & Primes](#) · [Tutorial](#)

Quality: 20,248 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math  
[ethan\\_enhe's solution](#)

64.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,624 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation  
[ethan\\_enhe's solution](#)

65.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings  
[ethan\\_enhe's solution](#)

66.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings  
[ethan\\_enhe's solution](#)

67.

1770B

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

Quality: 20,851 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms  
[ethan\\_enhe's solution](#)

68.

1770A

[Koxia and Whiteboards](#) · [Tutorial](#)

Quality: 25,246 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy  
[ethan\\_enhe's solution](#)

69.

1761B

[Elimination of a Ring](#) · [Tutorial](#)

Quality: 14,715 global accepts · Rating: 1000 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ethan\\_enhe's solution](#)

70.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,927 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation  
[ethan\\_enhe's solution](#)

71.

1260A

[Heating](#) · [Tutorial](#)

Quality: 15,818 global accepts · Rating: 1000 · first AC: 2021-08-17 · last AC: 2022-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ethan\\_enhe's solution](#)

72.

1620B

[Triangles on a Rectangle](#) · [Tutorial](#)

Quality: 31,479 global accepts · Rating: 1000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math  
[ethan\\_enhe's solution](#)

73.

1613B

[Absent Remainder](#) · [Tutorial](#)

Quality: 23,315 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings  
[ethan\\_enhe's solution](#)

**74.**

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,336 global accepts · Rating: 1000 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[ethan\\_enhe's solution](#)

**75.**

1257B

[Magic Stick](#) · [Tutorial](#)

Quality: 22,524 global accepts · Rating: 1000 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ethan\\_enhe's solution](#)

**76.**

1221A

[2048 Game](#) · [Tutorial](#)

Quality: 18,164 global accepts · Rating: 1000 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math  
[ethan\\_enhe's solution](#)

**77.**

1073B

[Vasya and Books](#) · [Tutorial](#)

Quality: 11,219 global accepts · Rating: 1000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: implementation, math  
[ethan\\_enhe's solution](#)

**78.**

1073A

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

Quality: 17,055 global accepts · Rating: 1000 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: implementation, strings  
[ethan\\_enhe's solution](#)

**79.**

1051B

[Relatively Prime Pairs](#) · [Tutorial](#)

Quality: 18,811 global accepts · Rating: 1000 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: greedy, math, number theory  
[ethan\\_enhe's solution](#)

**80.**

1117B

[Emotes](#) · [Tutorial](#)

Quality: 15,738 global accepts · Rating: 1000 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: greedy, math, sortings  
[ethan\\_enhe's solution](#)

**81.**

1107B

[Digital root](#) · [Tutorial](#)

Quality: 17,722 global accepts · Rating: 1000 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: math, number theory  
[ethan\\_enhe's solution](#)

**82.**

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,888 global accepts · Rating: 1000 · first AC: 2021-01-29 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[ethan\\_enhe's solution](#)

**83.**

1474B

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

Quality: 40,343 global accepts · Rating: 1000 · first AC: 2021-01-19 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory  
[ethan\\_enhe's solution](#)

**84.**

1473B

[String LCM](#) · [Tutorial](#)

Quality: 35,093 global accepts · Rating: 1000 · first AC: 2021-01-14 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, math,

number theory, strings

[ethan\\_enhe's solution](#)

**85.**

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,040 global accepts · Rating: 1000 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[ethan\\_enhe's solution](#)

**86.**

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math

[ethan\\_enhe's solution](#)

**87.**

1027A

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

Quality: 18,809 global accepts · Rating: 1000 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: implementation, strings

[ethan\\_enhe's solution](#)

**88.**

75A

[Life Without Zeros](#) · [Tutorial](#)

Quality: 29,726 global accepts · Rating: 1000 · first AC: 2018-12-09 · last AC: 2018-12-09 · GNU C++11 (first AC) · Tags: implementation

[ethan\\_enhe's solution](#)

**89.**

1842B

[Tenzing and Books](#) · [Tutorial](#)

Quality: 25,547 global accepts · Rating: 1100 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ethan\\_enhe's solution](#)

**90.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,818 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings, two pointers

[ethan\\_enhe's solution](#)

**91.**

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,892 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ethan\\_enhe's solution](#)

**92.**

1656B

[Subtract Operation](#) · [Tutorial](#)

Quality: 26,810 global accepts · Rating: 1100 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[ethan\\_enhe's solution](#)

**93.**

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,458 global accepts · Rating: 1100 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math

[ethan\\_enhe's solution](#)

**94.**

1616B

[Mirror in the String](#) · [Tutorial](#)

Quality: 20,710 global accepts · Rating: 1100 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[ethan\\_enhe's solution](#)

**95.**

1609B

[William the Vigilant](#) · [Tutorial](#)

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings  
[ethan\\_enhe's solution](#)

**96.**

1288B

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

Quality: 17,780 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: math  
[ethan\\_enhe's solution](#)

**97.**

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math, ternary search  
[ethan\\_enhe's solution](#)

**98.**

1221B

[Knights](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1100 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[ethan\\_enhe's solution](#)

**99.**

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: greedy, sortings  
[ethan\\_enhe's solution](#)

**100.**

1117A

[Best Subsegment](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1100 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: implementation, math  
[ethan\\_enhe's solution](#)

**101.**

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,908 global accepts · Rating: 1100 · first AC: 2021-02-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation  
[ethan\\_enhe's solution](#)

**102.**

1478B

[Nezzar and Lucky Number](#) · [Tutorial](#)

Quality: 19,004 global accepts · Rating: 1100 · first AC: 2021-01-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math  
[ethan\\_enhe's solution](#)

**103.**

1471B

[Strange List](#) · [Tutorial](#)

Quality: 19,933 global accepts · Rating: 1100 · first AC: 2021-01-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math  
[ethan\\_enhe's solution](#)

**104.**

1916C

[Training Before the Olympiad](#) · [Tutorial](#)

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[ethan\\_enhe's solution](#)

**105.**

1909B

[Make Almost Equal With Mod](#) · [Tutorial](#)

Quality: 30,972 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**106.**

1738B

[Prefix Sum Addicts](#) · [Tutorial](#)

Quality: 18,795 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ethan\\_enhe's solution](#)

**107.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,801 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[ethan\\_enhe's solution](#)

**108.**

1656C

[Make Equal With Mod](#) · [Tutorial](#)

Quality: 21,006 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[ethan\\_enhe's solution](#)

**109.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,578 global accepts · Rating: 1200 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[ethan\\_enhe's solution](#)

**110.**

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,984 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings

[ethan\\_enhe's solution](#)

**111.**

1637C

[Andrew and Stones](#) · [Tutorial](#)

Quality: 18,745 global accepts · Rating: 1200 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ethan\\_enhe's solution](#)

**112.**

1608B

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

Quality: 12,487 global accepts · Rating: 1200 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[ethan\\_enhe's solution](#)

**113.**

1257C

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

Quality: 17,146 global accepts · Rating: 1200 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings, strings, two pointers

[ethan\\_enhe's solution](#)

**114.**

1221C

[Perfect Team](#) · [Tutorial](#)

Quality: 24,676 global accepts · Rating: 1200 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ethan\\_enhe's solution](#)

**115.**

1051A

[Vasya And Password](#) · [Tutorial](#)

Quality: 8,886 global accepts · Rating: 1200 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: greedy, implementation, strings  
[ethan\\_enhe's solution](#)

**116.**

1000A

[Codehorses T-shirts](#) · [Tutorial](#)

Quality: 9,368 global accepts · Rating: 1200 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: greedy, implementation  
[ethan\\_enhe's solution](#)

**117.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,806 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy  
[ethan\\_enhe's solution](#)

**118.**

1082A

[Vasya and Book](#) · [Tutorial](#)

Quality: 9,277 global accepts · Rating: 1200 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[ethan\\_enhe's solution](#)

**119.**

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings  
[ethan\\_enhe's solution](#)

**120.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,878 global accepts · Rating: 1200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings  
[ethan\\_enhe's solution](#)

**121.**

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-02-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, math  
[ethan\\_enhe's solution](#)

**122.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,702 global accepts · Rating: 1200 · first AC: 2021-02-15 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math, number theory  
[ethan\\_enhe's solution](#)

**123.**

1027B

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

Quality: 8,744 global accepts · Rating: 1200 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: implementation, math  
[ethan\\_enhe's solution](#)

**124.**

1889A

[Qingshan Loves Strings 2](#) · [Tutorial](#)

Quality: 15,322 global accepts · Rating: 1300 · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[ethan\\_enhe's solution](#)

**125.**

1868A

[Fill in the Matrix](#) · [Tutorial](#)

Quality: 13,614 global accepts · Rating: 1300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation

[ethan\\_enhe's solution](#)

**126.**

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,862 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation, math

[ethan\\_enhe's solution](#)

**127.**

1746C

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

Quality: 14,101 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ethan\\_enhe's solution](#)

**128.**

1737B

[Ela's Fitness and the Luxury Number](#) · [Tutorial](#)

Quality: 10,185 global accepts · Rating: 1300 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math

[ethan\\_enhe's solution](#)

**129.**

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[ethan\\_enhe's solution](#)

**130.**

1601A

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

Quality: 21,099 global accepts · Rating: 1300 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[ethan\\_enhe's solution](#)

**131.**

1615B

[And It's Non-Zero](#) · [Tutorial](#)

Quality: 17,917 global accepts · Rating: 1300 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math

[ethan\\_enhe's solution](#)

**132.**

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,814 global accepts · Rating: 1300 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[ethan\\_enhe's solution](#)

**133.**

1603A

[Di-visible Confusion](#) · [Tutorial](#)

Quality: 17,825 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**134.**

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[ethan\\_enhe's solution](#)

**135.**

1260B

[Obtain Two Zeroes](#) · [Tutorial](#)

Quality: 16,715 global accepts · Rating: 1300 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[ethan\\_enhe's solution](#)

**136.**

1217A

[Creating a Character](#) · [Tutorial](#)

Quality: 15,823 global accepts · Rating: 1300 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math  
[ethan\\_enhe's solution](#)

**137.**

1093C

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

Quality: 9,719 global accepts · Rating: 1300 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: greedy  
[ethan\\_enhe's solution](#)

**138.**

1107C

[Brutality](#) · [Tutorial](#)

Quality: 11,018 global accepts · Rating: 1300 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers  
[ethan\\_enhe's solution](#)

**139.**

1096B

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

Quality: 11,684 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: combinatorics, math, strings  
[ethan\\_enhe's solution](#)

**140.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,482 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings  
[ethan\\_enhe's solution](#)

**141.**

1476B

[Inflation](#) · [Tutorial](#)

Quality: 21,638 global accepts · Rating: 1300 · first AC: 2021-01-29 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, math  
[ethan\\_enhe's solution](#)

**142.**

1279B

[Verse For Santa](#) · [Tutorial](#)

Quality: 14,418 global accepts · Rating: 1300 · first AC: 2019-12-27 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation  
[ethan\\_enhe's solution](#)

**143.**

1471C

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

Rating: 1300 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[ethan\\_enhe's solution](#)

**144.**

1016B

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

Quality: 10,151 global accepts · Rating: 1300 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: brute force, implementation  
[ethan\\_enhe's solution](#)

**145.**

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,165 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings  
[ethan\\_enhe's solution](#)

**146.**

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,601 global accepts · Rating: 1400 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[ethan\\_enhe's solution](#)

**147.**

1893A

[Anonymous Informant](#) · [Tutorial](#)

Quality: 15,082 global accepts · Rating: 1400 · first AC: 2023-11-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[ethan\\_enhe's solution](#)

**148.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

**149.**

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[ethan\\_enhe's solution](#)

**150.**

1830A

[Copil Copac Draws Trees](#) · [Tutorial](#)

Quality: 20,327 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[ethan\\_enhe's solution](#)

**151.**

1824A

[LuoTianyi and the Show](#) · [Tutorial](#)

Quality: 12,526 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[ethan\\_enhe's solution](#)

**152.**

1201C

[Maximum Median](#) · [Tutorial](#)

Quality: 33,248 global accepts · Rating: 1400 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[ethan\\_enhe's solution](#)

**153.**

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,731 global accepts · Rating: 1400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ethan\\_enhe's solution](#)

**154.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,336 global accepts · Rating: 1400 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[ethan\\_enhe's solution](#)

**155.**

1696C

[Fishingprince Plays With Array](#) · [Tutorial](#)

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[ethan\\_enhe's solution](#)

**156.**

1654C

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

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

[ethan\\_enhe's solution](#)

**157.**

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,776 global accepts · Rating: 1400 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[ethan\\_enhe's solution](#)

**158.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[ethan\\_enhe's solution](#)

**159.**

1609C

[Complex Market Analysis](#) · [Tutorial](#)

Quality: 10,459 global accepts · Rating: 1400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers

[ethan\\_enhe's solution](#)

**160.**

937B

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

Quality: 7,258 global accepts · Rating: 1400 · first AC: 2020-10-19 · last AC: 2021-09-30 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[ethan\\_enhe's solution](#)

**161.**

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-05 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[ethan\\_enhe's solution](#)

**162.**

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[ethan\\_enhe's solution](#)

**163.**

1279C

[Stack of Presents](#) · [Tutorial](#)

Quality: 12,436 global accepts · Rating: 1400 · first AC: 2019-12-27 · last AC: 2021-03-08 · GNU C++11 (first AC) · Tags: data structures, implementation

[ethan\\_enhe's solution](#)

**164.**

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-03-07 · GNU C++11 (first AC) · Tags: bitmasks, brute force, greedy, implementation

[ethan\\_enhe's solution](#)

**165.**

1009B

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

Quality: 10,721 global accepts · Rating: 1400 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: greedy, implementation

[ethan\\_enhe's solution](#)

**166.**

1842C

[Tenzing and Balls](#) · [Tutorial](#)

Quality: 16,497 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**167.**

1817A

[Almost Increasing Subsequence](#) · [Tutorial](#)

Quality: 12,757 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[ethan\\_enhe's solution](#)

**168.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,837 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math, number theory

[ethan\\_enhe's solution](#)

**169.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[ethan\\_enhe's solution](#)

**170.**

1738C

[Even Number Addicts](#) · [Tutorial](#)

Quality: 12,778 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[ethan\\_enhe's solution](#)

**171.**

1739C

[Card Game](#) · [Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[ethan\\_enhe's solution](#)

**172.**

1710A

[Color the Picture](#) · [Tutorial](#)

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[ethan\\_enhe's solution](#)

**173.**

1444A

[Division](#) · [Tutorial](#)

Quality: 14,409 global accepts · Rating: 1500 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[ethan\\_enhe's solution](#)

**174.**

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,153 global accepts · Rating: 1500 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[ethan\\_enhe's solution](#)

**175.**

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ethan\\_enhe's solution](#)

**176.**

1616C

[Representative Edges](#) · [Tutorial](#)

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, implementation, math

[ethan\\_enhe's solution](#)

**177.**

1051C

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

Quality: 9,889 global accepts · Rating: 1500 · first AC: 2021-08-11 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, math

[ethan\\_enhe's solution](#)

**178.**

1000B

[Light It Up](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 1500 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**179.**

1553D

[Backspace](#) · [Tutorial](#)

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

[ethan\\_enhe's solution](#)

**180.**

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,538 global accepts · Rating: 1500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[ethan\\_enhe's solution](#)

**181.**

1486B

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

Quality: 20,484 global accepts · Rating: 1500 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, geometry, shortest paths, sortings

[ethan\\_enhe's solution](#)

**182.**

1487D

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

Quality: 20,593 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[ethan\\_enhe's solution](#)

**183.**

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-15 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[ethan\\_enhe's solution](#)

**184.**

1473C

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

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2021-01-14 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

**185.**

494A

[Treasure](#) · [Tutorial](#)

Quality: 6,549 global accepts · Rating: 1500 · first AC: 2018-12-20 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**186.**

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**187.**

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ethan\\_enhe's solution](#)

**188.**

1782C

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

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[ethan\\_enhe's solution](#)

**189.**

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,390 global accepts · Rating: 1600 · first AC: 2023-01-03 · last AC: 2023-01-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[ethan\\_enhe's solution](#)

**190.**

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[ethan\\_enhe's solution](#)

**191.**

1677A

[Tokitsukaze and Strange Inequality](#) · [Tutorial](#)

Quality: 9,357 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[ethan\\_enhe's solution](#)

**192.**

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,098 global accepts · Rating: 1600 · first AC: 2022-03-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[ethan\\_enhe's solution](#)

**193.**

1098A

[Sum in the tree](#) · [Tutorial](#)

Quality: 9,547 global accepts · Rating: 1600 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[ethan\\_enhe's solution](#)

**194.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy, math

[ethan\\_enhe's solution](#)

**195.**

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[ethan\\_enhe's solution](#)

**196.**

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,264 global accepts · Rating: 1600 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[ethan\\_enhe's solution](#)

**197.**

1603B

[Moderate Modular Mode](#) · [Tutorial](#)

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**198.**

1151D

[Stas and the Queue at the Buffet](#) · [Tutorial](#)

Quality: 9,076 global accepts · Rating: 1600 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings

[ethan\\_enhe's solution](#)

**199.**

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,275 global accepts · Rating: 1600 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

[ethan\\_enhe's solution](#)

**200.**

1217B

[Zmei Gorynich](#) · [Tutorial](#)

Quality: 11,857 global accepts · Rating: 1600 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

**201.**

1082B

[Vova and Trophies](#) · [Tutorial](#)

Quality: 8,030 global accepts · Rating: 1600 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: greedy

[ethan\\_enhe's solution](#)

**202.**

1082C

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

Quality: 6,133 global accepts · Rating: 1600 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[ethan\\_enhe's solution](#)

**203.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[ethan\\_enhe's solution](#)

**204.**

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, interactive

[ethan\\_enhe's solution](#)

**205.**

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,401 global accepts · Rating: 1600 · first AC: 2021-02-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[ethan\\_enhe's solution](#)

**206.**

1476C

[Longest Simple Cycle](#) · [Tutorial](#)

Quality: 12,301 global accepts · Rating: 1600 · first AC: 2021-01-29 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, graphs, greedy  
[ethan\\_enhe's solution](#)

**207.**

1175C

[Electrification](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1600 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy  
[ethan\\_enhe's solution](#)

**208.**

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,628 global accepts · Rating: 1600 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: greedy, two pointers  
[ethan\\_enhe's solution](#)

**209.**

1036B

[Diagonal Walking v.2](#) · [Tutorial](#)

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-07-17 · GNU C++11 (first AC) · Tags: math  
[ethan\\_enhe's solution](#)

**210.**

1027C

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

Quality: 7,152 global accepts · Rating: 1600 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: greedy  
[ethan\\_enhe's solution](#)

**211.**

1936A

[Bitwise Operation Wizard](#) · [Tutorial](#)

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math  
[ethan\\_enhe's solution](#)

**212.**

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings  
[ethan\\_enhe's solution](#)

**213.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math  
[ethan\\_enhe's solution](#)

**214.**

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers  
[ethan\\_enhe's solution](#)

**215.**

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,466 global accepts · Rating: 1700 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers  
[ethan\\_enhe's solution](#)

**216.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,629 global accepts · Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math,

sortings

[ethan\\_enhe's solution](#)

**217.**

1868B1

[Candy Party \(Easy Version\) · Tutorial](#)

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[ethan\\_enhe's solution](#)

**218.**

1835A

[k-th equality · Tutorial](#)

Quality: 8,735 global accepts · Rating: 1700 · first AC: 2023-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[ethan\\_enhe's solution](#)

**219.**

1779D

[Boris and His Amazing Haircut · Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[ethan\\_enhe's solution](#)

**220.**

1770C

[Koxia and Number Theory · Tutorial](#)

Quality: 9,666 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[ethan\\_enhe's solution](#)

**221.**

1677B

[Tokitsukaze and Meeting · Tutorial](#)

Quality: 4,552 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math

[ethan\\_enhe's solution](#)

**222.**

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,715 global accepts · Rating: 1700 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[ethan\\_enhe's solution](#)

**223.**

1621C

[Hidden Permutations · Tutorial](#)

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, interactive, math

[ethan\\_enhe's solution](#)

**224.**

1608C

[Game Master · Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[ethan\\_enhe's solution](#)

**225.**

1051D

[Bicolorings · Tutorial](#)

Quality: 8,161 global accepts · Rating: 1700 · first AC: 2021-08-11 · last AC: 2021-10-07 · GNU C++11 (first AC) · Tags: bitmasks, dp

[ethan\\_enhe's solution](#)

**226.**

1580A

[Portal · Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ethan\\_enhe's solution](#)

**227.**

598D

[Igor In the Museum](#) · [Tutorial](#)

Quality: 13,099 global accepts · Rating: 1700 · first AC: 2020-10-14 · last AC: 2021-09-23 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[ethan\\_enhe's solution](#)

**228.**

1257D

[Yet Another Monster Killing Problem](#) · [Tutorial](#)

Quality: 8,172 global accepts · Rating: 1700 · first AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[ethan\\_enhe's solution](#)

**229.**

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,784 global accepts · Rating: 1700 · first AC: 2021-08-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ethan\\_enhe's solution](#)

**230.**

1217C

[The Number Of Good Substrings](#) · [Tutorial](#)

Quality: 7,857 global accepts · Rating: 1700 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force

[ethan\\_enhe's solution](#)

**231.**

1093D

[Beautiful Graph](#) · [Tutorial](#)

Quality: 11,329 global accepts · Rating: 1700 · first AC: 2021-08-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ethan\\_enhe's solution](#)

**232.**

1073D

[Berland Fair](#) · [Tutorial](#)

Quality: 6,722 global accepts · Rating: 1700 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, greedy

[ethan\\_enhe's solution](#)

**233.**

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[ethan\\_enhe's solution](#)

**234.**

1000C

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

Quality: 8,439 global accepts · Rating: 1700 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, implementation, sortings

[ethan\\_enhe's solution](#)

**235.**

1516C

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

Quality: 14,112 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[ethan\\_enhe's solution](#)

**236.**

1491C

[Pekora and Trampoline](#) · [Tutorial](#)

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-02-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[ethan\\_enhe's solution](#)

**237.**

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, interactive, ternary search

[ethan\\_enhe's solution](#)

**238.**

1476D

[Journey](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1700 · first AC: 2021-01-29 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, implementation

[ethan\\_enhe's solution](#)

**239.**

1478C

[Nezzar and Symmetric Array](#) · [Tutorial](#)

Quality: 10,624 global accepts · Rating: 1700 · first AC: 2021-01-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[ethan\\_enhe's solution](#)

**240.**

1474C

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

Quality: 14,161 global accepts · Rating: 1700 · first AC: 2021-01-19 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation, sortings

[ethan\\_enhe's solution](#)

**241.**

1473D

[Program](#) · [Tutorial](#)

Quality: 10,970 global accepts · Rating: 1700 · first AC: 2021-01-14 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, dp, implementation, strings

[ethan\\_enhe's solution](#)

**242.**

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,104 global accepts · Rating: 1700 · first AC: 2020-12-03 · last AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[ethan\\_enhe's solution](#)

**243.**

1027D

[Mouse Hunt](#) · [Tutorial](#)

Quality: 8,368 global accepts · Rating: 1700 · first AC: 2020-07-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ethan\\_enhe's solution](#)

**244.**

126B

[Password](#) · [Tutorial](#)

Quality: 24,771 global accepts · Rating: 1700 · first AC: 2020-03-07 · last AC: 2020-03-07 · GNU C++11 (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[ethan\\_enhe's solution](#)

**245.**

1930D1

[Sum over all Substrings \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,855 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[ethan\\_enhe's solution](#)

**246.**

706D

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

Quality: 12,592 global accepts · Rating: 1800 · first AC: 2024-01-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, data structures, trees

[ethan\\_enhe's solution](#)

**247.**

1824B1

[LuoTianyi and the Floating Islands \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,008 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities, trees

[ethan\\_enhe's solution](#)

**248.**

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory

[ethan\\_enhe's solution](#)

**249.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,077 global accepts · Rating: 1800 · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[ethan\\_enhe's solution](#)

**250.**

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[ethan\\_enhe's solution](#)

**251.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1800 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[ethan\\_enhe's solution](#)

**252.**

1630B

[Range and Partition](#) · [Tutorial](#)

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[ethan\\_enhe's solution](#)

**253.**

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,261 global accepts · Rating: 1800 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[ethan\\_enhe's solution](#)

**254.**

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ethan\\_enhe's solution](#)

**255.**

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,275 global accepts · Rating: 1800 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation, math

[ethan\\_enhe's solution](#)

**256.**

1148D

[Dirty Deeds Done Dirt Cheap](#) · [Tutorial](#)

Quality: 5,263 global accepts · Rating: 1800 · first AC: 2020-10-05 · last AC: 2021-10-04 · GNU C++11 (first AC) · Tags: greedy, sortings

[ethan\\_enhe's solution](#)

**257.**

830A

[Office Keys](#) · [Tutorial](#)

Quality: 8,236 global accepts · Rating: 1800 · first AC: 2020-10-05 · last AC: 2021-10-04 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[ethan\\_enhe's solution](#)

**258.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2021-08-14 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**259.**

1073C

[Vasya and Robot](#) · [Tutorial](#)

Quality: 5,437 global accepts · Rating: 1800 · first AC: 2021-08-12 · GNU C++11 (first AC) · Tags: binary search, two pointers

[ethan\\_enhe's solution](#)

**260.**

1107D

[Compression](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1800 · first AC: 2021-08-06 · GNU C++11 (first AC) · Tags: dp, implementation, math, number theory

[ethan\\_enhe's solution](#)

**261.**

1096D

[Easy Problem](#) · [Tutorial](#)

Quality: 9,400 global accepts · Rating: 1800 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**262.**

1082D

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

Quality: 4,090 global accepts · Rating: 1800 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, implementation

[ethan\\_enhe's solution](#)

**263.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,243 global accepts · Rating: 1800 · first AC: 2021-04-23 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[ethan\\_enhe's solution](#)

**264.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[ethan\\_enhe's solution](#)

**265.**

1491D

[Zookeeper and The Infinite Zoo](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 1800 · first AC: 2021-02-28 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[ethan\\_enhe's solution](#)

**266.**

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,526 global accepts · Rating: 1800 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**267.**

1478D

[Nezzar and Board](#) · [Tutorial](#)

Quality: 1800 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**268.**

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[ethan\\_enhe's solution](#)

**269.**

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,881 global accepts · Rating: 1800 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**270.**

1016D

[Vasya And The Matrix](#) · [Tutorial](#)

Quality: 4,985 global accepts · Rating: 1800 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, math

[ethan\\_enhe's solution](#)

**271.**

1016C

[Vasya And The Mushrooms](#) · [Tutorial](#)

Quality: 3,991 global accepts · Rating: 1800 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: dp, implementation

[ethan\\_enhe's solution](#)

**272.**

1938C

[Bit Counting Sequence](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**273.**

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · last AC: 2024-01-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, number theory

[ethan\\_enhe's solution](#)

**274.**

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2023-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[ethan\\_enhe's solution](#)

**275.**

1847D

[Professor Higashikata](#) · [Tutorial](#)

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2023-07-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[ethan\\_enhe's solution](#)

**276.**

1842D

[Tenzing and His Animal Friends](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[ethan\\_enhe's solution](#)

**277.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[ethan\\_enhe's solution](#)

**278.**

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation  
[ethan\\_enhe's solution](#)

**279.**

993B

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

Quality: 2,052 global accepts · Rating: 1900 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force  
[ethan\\_enhe's solution](#)

**280.**

1746D

[Paths on the Tree](#) · [Tutorial](#)

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees  
[ethan\\_enhe's solution](#)

**281.**

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees  
[ethan\\_enhe's solution](#)

**282.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2022-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees  
[ethan\\_enhe's solution](#)

**283.**

1718A2

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

Quality: 5,912 global accepts · Rating: 1900 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[ethan\\_enhe's solution](#)

**284.**

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math  
[ethan\\_enhe's solution](#)

**285.**

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,402 global accepts · Rating: 1900 · first AC: 2022-07-16 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings  
[ethan\\_enhe's solution](#)

**286.**

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths  
[ethan\\_enhe's solution](#)

**287.**

1677C

[Tokitsukaze and Two Colorful Tapes](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[ethan\\_enhe's solution](#)

**288.**

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[ethan\\_enhe's solution](#)

**289.**

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,777 global accepts · Rating: 1900 · first AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, sortings

[ethan\\_enhe's solution](#)

**290.**

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, implementation

[ethan\\_enhe's solution](#)

**291.**

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2022-01-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[ethan\\_enhe's solution](#)

**292.**

1620E

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

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[ethan\\_enhe's solution](#)

**293.**

1613D

[MEX Sequences](#) · [Tutorial](#)

Quality: 5,305 global accepts · Rating: 1900 · first AC: 2021-12-01 · last AC: 2021-12-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

[ethan\\_enhe's solution](#)

**294.**

1117C

[Magic Ship](#) · [Tutorial](#)

Quality: 9,115 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search

[ethan\\_enhe's solution](#)

**295.**

1060D

[Social Circles](#) · [Tutorial](#)

Quality: 3,874 global accepts · Rating: 1900 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[ethan\\_enhe's solution](#)

**296.**

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[ethan\\_enhe's solution](#)

**297.**

1000D

[Yet Another Problem On a Subsequence](#) · [Tutorial](#)

Quality: 5,045 global accepts · Rating: 1900 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: combinatorics, dp  
[ethan\\_enhe's solution](#)

**298.**

1545B

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

Quality: 6,763 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math  
[ethan\\_enhe's solution](#)

**299.**

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers  
[ethan\\_enhe's solution](#)

**300.**

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation  
[ethan\\_enhe's solution](#)

**301.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,334 global accepts · Rating: 1900 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: games, greedy  
[ethan\\_enhe's solution](#)

**302.**

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, interactive  
[ethan\\_enhe's solution](#)

**303.**

832D

[Misha, Grisha and Underground](#) · [Tutorial](#)

Quality: 4,483 global accepts · Rating: 1900 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees  
[ethan\\_enhe's solution](#)

**304.**

1076E

[Vasya and a Tree](#) · [Tutorial](#)

Quality: 4,153 global accepts · Rating: 1900 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, trees  
[ethan\\_enhe's solution](#)

**305.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees  
[ethan\\_enhe's solution](#)

**306.**

1183H

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

Quality: 3,642 global accepts · Rating: 1900 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp, strings  
[ethan\\_enhe's solution](#)

**307.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-11-15 · GNU C++11 (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

### 308.

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,721 global accepts · Rating: 1900 · first AC: 2020-11-11 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[ethan\\_enhe's solution](#)

### 309.

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

### 310.

1043E

[Train Hard, Win Easy](#) · [Tutorial](#)

Quality: 3,461 global accepts · Rating: 1900 · first AC: 2020-10-05 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[ethan\\_enhe's solution](#)

### 311.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[ethan\\_enhe's solution](#)

### 312.

1200E

[Compress Words](#) · [Tutorial](#)

Quality: 9,365 global accepts · Rating: 2000 · first AC: 2021-09-01 · last AC: 2024-01-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, hashing, implementation, string suffix structures, strings

[ethan\\_enhe's solution](#)

### 313.

1893C

[Freedom of Choice](#) · [Tutorial](#)

Quality: 3,194 global accepts · Rating: 2000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation

[ethan\\_enhe's solution](#)

### 314.

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[ethan\\_enhe's solution](#)

### 315.

1830B

[The BOSS Can Count Pairs](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[ethan\\_enhe's solution](#)

### 316.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,270 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[ethan\\_enhe's solution](#)

### 317.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[ethan\\_enhe's solution](#)

### 318.

1718B

[Fibonacci Strings](#) · Tutorial

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-16 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[ethan\\_enhe's solution](#)

### 319.

1696E

[Placing Jinas](#) · Tutorial

Quality: 4,909 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[ethan\\_enhe's solution](#)

### 320.

1616D

[Keep the Average High](#) · Tutorial

Quality: 5,567 global accepts · Rating: 2000 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math

[ethan\\_enhe's solution](#)

### 321.

1620D

[Exact Change](#) · Tutorial

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[ethan\\_enhe's solution](#)

### 322.

1613E

[Crazy Robot](#) · Tutorial

Quality: 5,889 global accepts · Rating: 2000 · first AC: 2021-12-02 · last AC: 2021-12-02 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[ethan\\_enhe's solution](#)

### 323.

1584D

[Guess the Permutation](#) · Tutorial

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[ethan\\_enhe's solution](#)

### 324.

1588B

[Guess the Permutation](#) · Tutorial

Rating: 2000 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, implementation, interactive

[ethan\\_enhe's solution](#)

### 325.

1612E

[Messages](#) · Tutorial

Quality: 2,819 global accepts · Rating: 2000 · first AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[ethan\\_enhe's solution](#)

### 326.

1101D

[GCD Counting](#) · Tutorial

Quality: 5,424 global accepts · Rating: 2000 · first AC: 2021-11-05 · last AC: 2021-11-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp, number theory, trees

[ethan\\_enhe's solution](#)

### 327.

797E

[Array Queries](#) · Tutorial

Quality: 5,609 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp  
[ethan\\_enhe's solution](#)

**328.**

1132F

[Clear the String](#) · [Tutorial](#)

Quality: 10,713 global accepts · Rating: 2000 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp  
[ethan\\_enhe's solution](#)

**329.**

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings  
[ethan\\_enhe's solution](#)

**330.**

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,287 global accepts · Rating: 2000 · first AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, dp  
[ethan\\_enhe's solution](#)

**331.**

1082E

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

Quality: 6,344 global accepts · Rating: 2000 · first AC: 2021-07-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy  
[ethan\\_enhe's solution](#)

**332.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,128 global accepts · Rating: 2000 · first AC: 2021-02-15 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers  
[ethan\\_enhe's solution](#)

**333.**

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-05 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation  
[ethan\\_enhe's solution](#)

**334.**

346B

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

Quality: 4,261 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, strings  
[ethan\\_enhe's solution](#)

**335.**

494B

[Obsessive String](#) · [Tutorial](#)

Quality: 3,111 global accepts · Rating: 2000 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: dp, strings  
[ethan\\_enhe's solution](#)

**336.**

1060E

[Sergey and Subway](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2020-12-04 · last AC: 2020-12-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[ethan\\_enhe's solution](#)

**337.**

1009E

[Intercity Travelling](#) · [Tutorial](#)

Quality: 3,363 global accepts · Rating: 2000 · first AC: 2020-07-08 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities  
[ethan\\_enhe's solution](#)

**338.**

1938J

[There and Back Again](#) · [Tutorial](#)

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**339.**

1930D2

[Sum over all Substrings \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[ethan\\_enhe's solution](#)

**340.**

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2023-12-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[ethan\\_enhe's solution](#)

**341.**

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[ethan\\_enhe's solution](#)

**342.**

1868B2

[Candy Party \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[ethan\\_enhe's solution](#)

**343.**

993C

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

Quality: 1,808 global accepts · Rating: 2100 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, geometry

[ethan\\_enhe's solution](#)

**344.**

1201D

[Treasure Hunting](#) · [Tutorial](#)

Quality: 2,533 global accepts · Rating: 2100 · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, implementation

[ethan\\_enhe's solution](#)

**345.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,768 global accepts · Rating: 2100 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[ethan\\_enhe's solution](#)

**346.**

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[ethan\\_enhe's solution](#)

**347.**

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[ethan\\_enhe's solution](#)

**348.**

1322B

[Present](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 2100 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[ethan\\_enhe's solution](#)

**349.**

1654D

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

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

[ethan\\_enhe's solution](#)

**350.**

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation

[ethan\\_enhe's solution](#)

**351.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ethan\\_enhe's solution](#)

**352.**

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[ethan\\_enhe's solution](#)

**353.**

1151E

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

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[ethan\\_enhe's solution](#)

**354.**

519E

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

Quality: 8,359 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, trees

[ethan\\_enhe's solution](#)

**355.**

990E

[Post Lamps](#) · [Tutorial](#)

Quality: 2,163 global accepts · Rating: 2100 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[ethan\\_enhe's solution](#)

**356.**

1217D

[Coloring Edges](#) · [Tutorial](#)

Quality: 5,946 global accepts · Rating: 2100 · first AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ethan\\_enhe's solution](#)

**357.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[ethan\\_enhe's solution](#)

**358.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,173 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[ethan\\_enhe's solution](#)

**359.**

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,730 global accepts · Rating: 2100 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp

[ethan\\_enhe's solution](#)

**360.**

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[ethan\\_enhe's solution](#)

**361.**

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2020-11-19 · last AC: 2020-11-19 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[ethan\\_enhe's solution](#)

**362.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,528 global accepts · Rating: 2100 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: dp, math

[ethan\\_enhe's solution](#)

**363.**

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**364.**

1909F1

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

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math

[ethan\\_enhe's solution](#)

**365.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,228 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[ethan\\_enhe's solution](#)

**366.**

903E

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

Quality: 1,577 global accepts · Rating: 2200 · first AC: 2023-05-27 · C++17 (GCC 7-32) (first AC) · Tags: brute force, hashing, implementation, strings

[ethan\\_enhe's solution](#)

**367.**

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation

[ethan\\_enhe's solution](#)

**368.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[ethan\\_enhe's solution](#)

**369.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[ethan\\_enhe's solution](#)

**370.**

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-03-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[ethan\\_enhe's solution](#)

**371.**

1641C

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

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

[ethan\\_enhe's solution](#)

**372.**

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[ethan\\_enhe's solution](#)

**373.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[ethan\\_enhe's solution](#)

**374.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[ethan\\_enhe's solution](#)

**375.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,287 global accepts · Rating: 2200 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp

[ethan\\_enhe's solution](#)

**376.**

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2021-04-27 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[ethan\\_enhe's solution](#)

**377.**

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-02-18 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[ethan\\_enhe's solution](#)

**378.**

1474D

[Cleaning](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2200 · first AC: 2021-01-19 · last AC: 2021-03-10 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math

[ethan\\_enhe's solution](#)

**379.**

980E

[The Number Games](#) · [Tutorial](#)

Quality: 2,117 global accepts · Rating: 2200 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, greedy, trees

[ethan\\_enhe's solution](#)

**380.**

1175E

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

Quality: 4,540 global accepts · Rating: 2200 · first AC: 2020-09-08 · last AC: 2020-10-05 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees

[ethan\\_enhe's solution](#)

**381.**

1114E

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

Quality: 3,191 global accepts · Rating: 2200 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: binary search, interactive, number theory, probabilities

[ethan\\_enhe's solution](#)

**382.**

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**383.**

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[ethan\\_enhe's solution](#)

**384.**

1842E

[Tenzing and Triangle](#) · [Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, greedy, math

[ethan\\_enhe's solution](#)

**385.**

1824B2

[LuoTianyi and the Floating Islands \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[ethan\\_enhe's solution](#)

**386.**

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[ethan\\_enhe's solution](#)

**387.**

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,576 global accepts · Rating: 2300 · first AC: 2022-04-13 · last AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: flows

[ethan\\_enhe's solution](#)

**388.**

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: graphs, hashing, math, number theory  
[ethan\\_enhe's solution](#)

**389.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,410 global accepts · Rating: 2300 · first AC: 2020-12-02 · last AC: 2022-01-01 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees  
[ethan\\_enhe's solution](#)

**390.**

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math, number theory  
[ethan\\_enhe's solution](#)

**391.**

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[ethan\\_enhe's solution](#)

**392.**

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-08-15 · last AC: 2021-08-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, implementation, math  
[ethan\\_enhe's solution](#)

**393.**

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,575 global accepts · Rating: 2300 · first AC: 2021-08-12 · last AC: 2021-08-12 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math  
[ethan\\_enhe's solution](#)

**394.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-23 · last AC: 2021-07-23 · GNU C++11 (first AC) · Tags: data structures, math  
[ethan\\_enhe's solution](#)

**395.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,559 global accepts · Rating: 2300 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: combinatorics, fft, math  
[ethan\\_enhe's solution](#)

**396.**

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,023 global accepts · Rating: 2300 · first AC: 2021-05-31 · last AC: 2021-06-05 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[ethan\\_enhe's solution](#)

**397.**

438D

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

Quality: 11,605 global accepts · Rating: 2300 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math  
[ethan\\_enhe's solution](#)

**398.**

149E

[Martian Strings](#) · [Tutorial](#)

Quality: 2,516 global accepts · Rating: 2300 · first AC: 2021-02-16 · GNU C++11 (first AC) · Tags: string suffix structures, strings  
[ethan\\_enhe's solution](#)

**399.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,757 global accepts · Rating: 2300 · first AC: 2021-01-19 · GNU C++11 (first AC) · Tags: data structures, dsu, trees  
[ethan\\_enhe's solution](#)

**400.**

1938K

[Tree Quiz](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**401.**

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**402.**

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-02-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings  
[ethan\\_enhe's solution](#)

**403.**

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[ethan\\_enhe's solution](#)

**404.**

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees  
[ethan\\_enhe's solution](#)

**405.**

1146E

[Hot is Cold](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation  
[ethan\\_enhe's solution](#)

**406.**

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,190 global accepts · Rating: 2400 · first AC: 2023-05-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings  
[ethan\\_enhe's solution](#)

**407.**

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math  
[ethan\\_enhe's solution](#)

**408.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[ethan\\_enhe's solution](#)

**409.**

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[ethan\\_enhe's solution](#)

**410.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[ethan\\_enhe's solution](#)

**411.**

1761E

[Make It Connected](#) · [Tutorial](#)

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2022-11-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[ethan\\_enhe's solution](#)

**412.**

1738F

[Connectivity Addicts](#) · [Tutorial](#)

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[ethan\\_enhe's solution](#)

**413.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · last AC: 2022-08-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[ethan\\_enhe's solution](#)

**414.**

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[ethan\\_enhe's solution](#)

**415.**

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[ethan\\_enhe's solution](#)

**416.**

449D

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

Quality: 6,140 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ethan\\_enhe's solution](#)

**417.**

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[ethan\\_enhe's solution](#)

**418.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-19 · last AC: 2021-12-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[ethan\\_enhe's solution](#)

**419.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2400 · first AC: 2021-12-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[ethan\\_enhe's solution](#)

**420.**

1202E

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

Quality: 2,766 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, string suffix structures, strings

[ethan\\_enhe's solution](#)

**421.**

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[ethan\\_enhe's solution](#)

**422.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[ethan\\_enhe's solution](#)

**423.**

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2400 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, probabilities

[ethan\\_enhe's solution](#)

**424.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-09-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings

[ethan\\_enhe's solution](#)

**425.**

1051F

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

Quality: 3,755 global accepts · Rating: 2400 · first AC: 2021-08-11 · last AC: 2021-08-11 · GNU C++11 (first AC) · Tags: graphs, shortest paths, trees

[ethan\\_enhe's solution](#)

**426.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-08-06 · last AC: 2021-08-06 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[ethan\\_enhe's solution](#)

**427.**

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,837 global accepts · Rating: 2400 · first AC: 2021-08-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer

[ethan\\_enhe's solution](#)

**428.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2400 · first AC: 2021-07-22 · last AC: 2021-07-22 · GNU C++11 (first AC) · Tags: flows, graphs  
[ethan\\_enhe's solution](#)

**429.**

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,436 global accepts · Rating: 2400 · first AC: 2021-06-12 · last AC: 2021-06-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math  
[ethan\\_enhe's solution](#)

**430.**

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs  
[ethan\\_enhe's solution](#)

**431.**

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,200 global accepts · Rating: 2400 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings  
[ethan\\_enhe's solution](#)

**432.**

915F

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

Quality: 3,055 global accepts · Rating: 2400 · first AC: 2020-12-02 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees  
[ethan\\_enhe's solution](#)

**433.**

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2020-11-18 · GNU C++11 (first AC) · Tags: binary search, dp  
[ethan\\_enhe's solution](#)

**434.**

1909F2

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

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2023-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math  
[ethan\\_enhe's solution](#)

**435.**

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers  
[ethan\\_enhe's solution](#)

**436.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees  
[ethan\\_enhe's solution](#)

**437.**

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees  
[ethan\\_enhe's solution](#)

**438.**

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math

[ethan\\_enhe's solution](#)

**439.**

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2022-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy

[ethan\\_enhe's solution](#)

**440.**

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-07-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[ethan\\_enhe's solution](#)

**441.**

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-14 · last AC: 2022-04-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[ethan\\_enhe's solution](#)

**442.**

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2500 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[ethan\\_enhe's solution](#)

**443.**

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,010 global accepts · Rating: 2500 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers

[ethan\\_enhe's solution](#)

**444.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[ethan\\_enhe's solution](#)

**445.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,001 global accepts · Rating: 2500 · first AC: 2022-01-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[ethan\\_enhe's solution](#)

**446.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-10-08 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[ethan\\_enhe's solution](#)

**447.**

888F

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

Quality: 1,078 global accepts · Rating: 2500 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[ethan\\_enhe's solution](#)

**448.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,321 global accepts · Rating: 2500 · first AC: 2021-02-19 · last AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[ethan\\_enhe's solution](#)

**449.**

1987F2

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

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**450.**

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2022-02-15 · last AC: 2022-02-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[ethan\\_enhe's solution](#)

**451.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2022-01-27 · last AC: 2022-01-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[ethan\\_enhe's solution](#)

**452.**

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings

[ethan\\_enhe's solution](#)

**453.**

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs, strings

[ethan\\_enhe's solution](#)

**454.**

1580B

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

Quality: 1,284 global accepts · Rating: 2600 · first AC: 2021-10-05 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, trees

[ethan\\_enhe's solution](#)

**455.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-07-06 · GNU C++11 (first AC) · Tags: dp

[ethan\\_enhe's solution](#)

**456.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2600 · first AC: 2021-06-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[ethan\\_enhe's solution](#)

**457.**

700C

[Break Up](#) · [Tutorial](#)

Quality: 1,465 global accepts · Rating: 2600 · first AC: 2021-02-20 · last AC: 2021-02-20 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[ethan\\_enhe's solution](#)

**458.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,051 global accepts · Rating: 2600 · first AC: 2020-12-04 · GNU C++11 (first AC) · Tags: data structures, trees

[ethan\\_enhe's solution](#)

**459.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[ethan\\_enhe's solution](#)

**460.**

605E

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

Quality: 1,547 global accepts · Rating: 2700 · first AC: 2022-04-08 · C++14 (GCC 6-32) (first AC) · Tags: probabilities, shortest paths

[ethan\\_enhe's solution](#)

**461.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,724 global accepts · Rating: 2700 · first AC: 2022-03-16 · last AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[ethan\\_enhe's solution](#)

**462.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,319 global accepts · Rating: 2700 · first AC: 2022-01-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[ethan\\_enhe's solution](#)

**463.**

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-08-17 · last AC: 2021-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees

[ethan\\_enhe's solution](#)

**464.**

575A

[Fibonotci](#) · [Tutorial](#)

Quality: 863 global accepts · Rating: 2700 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices

[ethan\\_enhe's solution](#)

**465.**

1938L

[XOR Operations](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 2800 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**466.**

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[ethan\\_enhe's solution](#)

**467.**

163E

[e-Government](#) · [Tutorial](#)

Quality: 2,186 global accepts · Rating: 2800 · first AC: 2021-02-18 · last AC: 2022-01-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, strings, trees

[ethan\\_enhe's solution](#)

**468.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2800 · first AC: 2021-11-24 · last AC: 2021-11-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[ethan\\_enhe's solution](#)

**469.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,310 global accepts · Rating: 2800 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, trees

[ethan\\_enhe's solution](#)

**470.**

1938B

[Attraction Score](#) · [Tutorial](#)

Quality: 233 global accepts · Rating: 3000 · first AC: 2024-03-02 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**471.**

1175G

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2022-04-15 · last AC: 2022-04-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, geometry, two pointers

[ethan\\_enhe's solution](#)

**472.**

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[ethan\\_enhe's solution](#)

**473.**

1770F

[Koxia and Sequence](#) · [Tutorial](#)

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[ethan\\_enhe's solution](#)

**474.**

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2021-07-18 · last AC: 2021-07-18 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[ethan\\_enhe's solution](#)

**475.**

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, trees

[ethan\\_enhe's solution](#)

**476.**

104633C

[Domes](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**477.**

104633F

[Ley Lines](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**478.**

104633I

[Quests](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**479.**

104633M

[Trailing Digits](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**480.**

104633A

[Cardiology](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**481.**

104633J

['S No Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**482.**

104633D

[Gene Folding](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**483.**

104633G

[Opportunity Cost](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**484.**

104633O

[Which Planet is This?!](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**485.**

104633E

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

Rating: — · first AC: 2025-08-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**486.**

105578H

[Guide Map](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**487.**

105578I

[Growing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**488.**

105578G

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

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**489.**

105578M

[Obliviate, Then Reincarnate](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**490.**

105578B

[Magical Palette](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**491.**

105578D

[Dot Product Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**492.**

105578E

[Light Up the Grid](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**493.**

105578J

[Make Them Believe](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-27 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**494.**

105540H

[Strength](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**495.**

105540C

[The Empress](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**496.**

105540E

[The Chariot](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · PyPy 3-64 (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**497.**

105540I

[The Hanged Man](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**498.**

105540D

[The Emperor](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**499.**

105540B

[The Magician](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**500.**

105540J

[Temperance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**501.**

105540F

[The Hermit](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**502.**

105540A

[The Fool](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**503.**

105486F

[Double 11](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**504.**

105486D

[Closest Derangement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**505.**

105486E

[Disrupting Communications](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**506.**

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**507.**

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**508.**

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**509.**

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**510.**

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**511.**

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**512.**

104128K

[NaN in a Heap](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**513.**

104128J

[Perfect Matching](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**514.**

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**515.**

104128A

[Stop, Yesterday Please No More](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**516.**

104128M

[Drain the Water Tank](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**517.**

104128B

[Ropeway](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**518.**

104128D

[Chat Program](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**519.**

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-26 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**520.**

104128I

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

Rating: — · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**521.**

102511B

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

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**522.**

102511E

[Dead-End Detector](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**523.**

102511J

[Miniature Golf](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**524.**

102511H

[Hobsons' trains](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**525.**

102511A

[Azulejos](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**526.**

102511G

[First of Her Name](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**527.**

102511D

[Circular DNA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**528.**

104288I

[Spider Walk](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**529.**

104288F

[Islands from the Sky](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**530.**

104288G

[Mosaic Browsing](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**531.**

104288B

[Dungeon Crawler](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**532.**

104288L

[Where Am I?](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**533.**

104288A

[Crystal Crosswind](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**534.**

104288J

[Splitstream](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**535.**

104288C

[Fair Division](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**536.**

104288H

[Prehistoric Programs](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**537.**

105255K

[Alea lacta Est](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**538.**

105255D

[Carl's Vacation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**539.**

105255H

[Jet Lag](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**540.**

105255G

[Turning Red](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**541.**

105255I

[Waterworld](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**542.**

105255A

[Riddle of the Sphinx](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**543.**

102482E

[Getting a Jump on Crime](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++20 (GCC 13-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**544.**

102482I

[Triangles](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · last AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**545.**

102482H

[Single Cut of Failure](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**546.**

102482F

[Go with the Flow](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**547.**

102482A

[Catch the Plane](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**548.**

102482K

[Wireless is the New Fiber](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**549.**

102482B

[Comma Sprinkler](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-20 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**550.**

104901G

[Gifts from Knowledge](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**551.**

104901I

[Strange Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**552.**

104901D

[Largest Digit](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**553.**

104891G

[Parity Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**554.**

104891E

[Inverse Topological Sort](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**555.**

104891A

[\(-1.1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**556.**

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**557.**

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**558.**

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**559.**

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-08 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**560.**

104787I

[Phony](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**561.**

104787M

[Inverted](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**562.**

104787B

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

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**563.**

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**564.**

104787D

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

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**565.**

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**566.**

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**567.**

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**568.**

102471F

[Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**569.**

102471G

[Happiness](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**570.**

102471J

[Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**571.**

102471D

[Fire](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**572.**

102471C

[Dirichlet  \$k\$ -th root](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**573.**

102471H

[King](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**574.**

102471E

[Flow](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**575.**

102471M

[Value](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**576.**

102471A

[City](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-24 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**577.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · last AC: 2023-12-05 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**578.**

104768H

[Sweet Sugar](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · last AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**579.**

104768J

[The Phantom Menace](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**580.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**581.**

104768C

[Master of Both IV](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**582.**

104768K

[Randias Permutation Task](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**583.**

104768M

[Flipping Cards](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**584.**

104768G

[Hard Brackets Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**585.**

103687E

[Easy Jump](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**586.**

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**587.**

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**588.**

103687H

[A=B](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**589.**

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**590.**

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**591.**

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**592.**

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**593.**

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**594.**

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**595.**

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-01 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**596.**

103069K

[Allin](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**597.**

103069B

[Rectangle Flip 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**598.**

103069A

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

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**599.**

103069D

[City Brain](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**600.**

103069L

[Square](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**601.**

103069F

[Rooks](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**602.**

104172C

[Painting Grid](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**603.**

104172L

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

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**604.**

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**605.**

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**606.**

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**607.**

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**608.**

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-03-11 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**609.**

104064E

[Exchange Students](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**610.**

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**611.**

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**612.**

104064L

[Lucky Shirt](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**613.**

104064J

[Jet Set](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**614.**

104064G

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

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**615.**

104064A

[Access Denied](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**616.**

104064K

[Knitpicking](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**617.**

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**618.**

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**619.**

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**620.**

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**621.**

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**622.**

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**623.**

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**624.**

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-25 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**625.**

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**626.**

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**627.**

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**628.**

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**629.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**630.**

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**631.**

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**632.**

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**633.**

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**634.**

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**635.**

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**636.**

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**637.**

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**638.**

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**639.**

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-16 · C++17 (GCC 9-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**640.**

104076J

[Skills](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-13 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**641.**

104076B

[Torch](#) · [Tutorial](#)

Rating: — · first AC: 2023-01-12 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**642.**

104076G

[Quick Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-28 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**643.**

104076C

[DFS Order 2](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**644.**

104076D

[Frozen Scoreboard](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**645.**

104076A

[Tower](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**646.**

104076E

[Identical Parity](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**647.**

104076K

[Stack Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**648.**

104076M

[Best Carry Player](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-10 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**649.**

104065K

[Pattern Matching in A Minor ``Low Space``](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**650.**

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**651.**

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**652.**

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**653.**

104065G

[Let Them Eat Cake](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**654.**

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2022-12-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**655.**

104065H

[Life is Hard and Undecidable, but...](#) · Tutorial

Rating: — · first AC: 2022-12-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**656.**

104023F

[Mooncake Delivery](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**657.**

104023K

[I Wanna Maker](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**658.**

104023D

[Sternhalma](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**659.**

104023I

[Dragon Bloodline](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**660.**

104023C

[Grass](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**661.**

104023G

[Grade 2](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**662.**

104023J

[Eat, Sleep, Repeat](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**663.**

104023A

[Dunai](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**664.**

104023E

[Python Will be Faster than C++](#) · Tutorial

Rating: — · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**665.**

103446C

[Strange Matrices](#) · Tutorial

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**666.**

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-23 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**667.**

103470L

[Secret of Tianqiu Valley](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-22 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**668.**

103470I

[Cloud Retainer's Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-17 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**669.**

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-16 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**670.**

103861J

[Elden Ring](#) · [Tutorial](#)

Rating: — · first AC: 2022-11-14 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**671.**

102900L

[Traveling in the Grid World](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**672.**

102900D

[Walker](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**673.**

102900E

[The Journey of Geor Autumn](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**674.**

102900I

[Sky Garden](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**675.**

102900M

[Gitignore](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —  
[ethan\\_enhe's solution](#)

**676.**

102900B

[Mine Sweeper II](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**677.**

102900C

[Sum of Log](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**678.**

102900G

[Fibonacci](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-29 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**679.**

103861B

[Beautiful String](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**680.**

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**681.**

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**682.**

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**683.**

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**684.**

103470G

[Paimon's Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**685.**

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**686.**

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**687.**

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**688.**

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**689.**

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-10-12 · C++17 (GCC 9-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**690.**

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**691.**

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**692.**

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**693.**

103427L

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

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**694.**

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**695.**

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**696.**

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**697.**

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++17 (GCC 7-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**698.**

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-21 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**699.**

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**700.**

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**701.**

103446B

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

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**702.**

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**703.**

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**704.**

103446D

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

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)

**705.**

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2022-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —

[ethan\\_enhe's solution](#)