

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

<https://cfelitetracker.vercel.app>

Unique solved — fangcy

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

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

Filters: none

Count: 1,364

1.

2211A

[Antimedian Deletion](#) · [Tutorial](#)

Quality: 16,073 global accepts · Rating: 800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, math
[fangcy's solution](#)

2.

2195A

[Sieve of Erato67henes](#) · [Tutorial](#)

Quality: 35,452 global accepts · Rating: 800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math, number theory
[fangcy's solution](#)

3.

2189A

[Table with Numbers](#) · [Tutorial](#)

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

4.

2194A

[Lawn Mower](#) · [Tutorial](#)

Quality: 23,835 global accepts · Rating: 800 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, math
[fangcy's solution](#)

5.

2170A

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

Quality: 19,934 global accepts · Rating: 800 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, greedy, implementation, math
[fangcy's solution](#)

6.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,206 global accepts · Rating: 800 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[fangcy's solution](#)

7.

1773F

[Football](#) · [Tutorial](#)

Quality: 4,782 global accepts · Rating: 800 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[fangcy's solution](#)

8.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,201 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings
[fangcy's solution](#)

9.

2119A

[Add or XOR](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 800 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, greedy, math
[fangcy's solution](#)

10.

2112A

[Race](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[fangcy's solution](#)

11.

2120A

[Square of Rectangles](#) · [Tutorial](#)

Quality: 20,326 global accepts · Rating: 800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math
[fangcy's solution](#)

12.

2118A

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

Quality: 29,118 global accepts · Rating: 800 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[fangcy's solution](#)

13.

1716B

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

Quality: 21,953 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[fangcy's solution](#)

14.

1716A

[2-3 Moves](#) · [Tutorial](#)

Quality: 35,845 global accepts · Rating: 800 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

15.

2075A

[To Zero](#) · [Tutorial](#)

Quality: 27,909 global accepts · Rating: 800 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

16.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,430 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[fangcy's solution](#)

17.

1721A

[Image](#) · [Tutorial](#)

Quality: 28,310 global accepts · Rating: 800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

18.

2069A

[Was there an Array?](#) · [Tutorial](#)

Quality: 26,550 global accepts · Rating: 800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: graph matchings, greedy
[fangcy's solution](#)

19.

2070A

[FizzBuzz Remixed](#) · [Tutorial](#)

Quality: 26,493 global accepts · Rating: 800 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[fangcy's solution](#)

20.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[fangcy's solution](#)

21.

2043A

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

Quality: 26,989 global accepts · Rating: 800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[fangcy's solution](#)

22.

2049A

[MEX Destruction](#) · [Tutorial](#)

Quality: 24,130 global accepts · Rating: 800 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

23.

1739A

[Immobile Knight](#) · [Tutorial](#)

Quality: 23,771 global accepts · Rating: 800 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[fangcy's solution](#)

24.

1728B

[Best Permutation](#) · [Tutorial](#)

Quality: 20,672 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[fangcy's solution](#)

25.

1728A

[Colored Balls: Revisited](#) · [Tutorial](#)

Quality: 25,452 global accepts · Rating: 800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[fangcy's solution](#)

26.

2039A

[Shohag Loves Mod](#) · [Tutorial](#)

Quality: 18,124 global accepts · Rating: 800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory
[fangcy's solution](#)

27.

1749A

[Cowardly Rooks](#) · [Tutorial](#)

Quality: 23,303 global accepts · Rating: 800 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

28.

2034A

[King Keykhosrow's Mystery](#) · [Tutorial](#)

Quality: 18,401 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory
[fangcy's solution](#)

29.

2040A

[Game of Division](#) · [Tutorial](#)

Quality: 24,433 global accepts · Rating: 800 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[fangcy's solution](#)

30.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,855 global accepts · Rating: 800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[fangcy's solution](#)

31.

1720B

[Interesting Sum](#) · [Tutorial](#)

Quality: 22,415 global accepts · Rating: 800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, sortings
[fangcy's solution](#)

32.

2025A

[Two Screens](#) · [Tutorial](#)

Quality: 28,572 global accepts · Rating: 800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, strings, two pointers

[fangcy's solution](#)

33.

2031A

[Penchick and Modern Monument](#) · [Tutorial](#)

Quality: 20,948 global accepts · Rating: 800 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[fangcy's solution](#)

34.

1804A

[Lame King](#) · [Tutorial](#)

Quality: 18,666 global accepts · Rating: 800 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

35.

2021A

[Meaning Mean](#) · [Tutorial](#)

Quality: 21,501 global accepts · Rating: 800 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[fangcy's solution](#)

36.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

37.

1766A

[Extremely Round](#) · [Tutorial](#)

Quality: 46,014 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation

[fangcy's solution](#)

38.

1767B

[Block Towers](#) · [Tutorial](#)

Quality: 21,935 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[fangcy's solution](#)

39.

1767A

[Cut the Triangle](#) · [Tutorial](#)

Quality: 21,558 global accepts · Rating: 800 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[fangcy's solution](#)

40.

1783A

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

Quality: 48,720 global accepts · Rating: 800 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, sortings

[fangcy's solution](#)

41.

1792A

[GamingForces](#) · [Tutorial](#)

Quality: 30,975 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[fangcy's solution](#)

42.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

43.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

44.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

45.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[fangcy's solution](#)

46.

1998A

[Find K Distinct Points with Fixed Center](#) · [Tutorial](#)

Quality: 26,136 global accepts · Rating: 800 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[fangcy's solution](#)

47.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,431 global accepts · Rating: 800 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[fangcy's solution](#)

48.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,169 global accepts · Rating: 800 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

49.

1793A

[Yet Another Promotion](#) · [Tutorial](#)

Quality: 18,825 global accepts · Rating: 800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

50.

1991A

[Maximize the Last Element](#) · [Tutorial](#)

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

51.

1996B

[Scale](#) · [Tutorial](#)

Quality: 36,912 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

52.

1996A

[Legs](#) · [Tutorial](#)

Quality: 57,381 global accepts · Rating: 800 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math, ternary search
[fangcy's solution](#)

53.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[fangcy's solution](#)

54.

1795A

[Two Towers](#) · [Tutorial](#)

Quality: 24,651 global accepts · Rating: 800 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings

[fangcy's solution](#)

55.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

56.

1789B

[Serval and Inversion Magic](#) · [Tutorial](#)

Quality: 17,586 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings, two pointers

[fangcy's solution](#)

57.

1789A

[Serval and Mocha's Array](#) · [Tutorial](#)

Quality: 32,970 global accepts · Rating: 800 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fangcy's solution](#)

58.

1794A

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

Quality: 18,824 global accepts · Rating: 800 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: strings

[fangcy's solution](#)

59.

1806A

[Walking Master](#) · [Tutorial](#)

Quality: 43,462 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, math

[fangcy's solution](#)

60.

1978B

[New Bakery](#) · [Tutorial](#)

Quality: 25,335 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, ternary search

[fangcy's solution](#)

61.

1978A

[Alice and Books](#) · [Tutorial](#)

Quality: 28,623 global accepts · Rating: 800 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[fangcy's solution](#)

62.

1776A

[Walking Boy](#) · [Tutorial](#)

Quality: 7,964 global accepts · Rating: 800 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[fangcy's solution](#)

63.

1979A

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

Quality: 31,793 global accepts · Rating: 800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation
[fangcy's solution](#)

64.

1810B

[Candies](#) · [Tutorial](#)

Quality: 18,934 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[fangcy's solution](#)

65.

1810A

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

Quality: 21,910 global accepts · Rating: 800 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy
[fangcy's solution](#)

66.

1981A

[Turtle and Piggy Are Playing a Game](#) · [Tutorial](#)

Quality: 24,250 global accepts · Rating: 800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math
[fangcy's solution](#)

67.

1976A

[Verify Password](#) · [Tutorial](#)

Quality: 32,645 global accepts · Rating: 800 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings, strings
[fangcy's solution](#)

68.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,200 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: math
[fangcy's solution](#)

69.

1975A

[Bazoka and Mocha's Array](#) · [Tutorial](#)

Quality: 20,714 global accepts · Rating: 800 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[fangcy's solution](#)

70.

1805B

[The String Has a Target](#) · [Tutorial](#)

Quality: 19,974 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[fangcy's solution](#)

71.

1805A

[We Need the Zero](#) · [Tutorial](#)

Quality: 41,932 global accepts · Rating: 800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force
[fangcy's solution](#)

72.

1796A

[Typical Interview Problem](#) · [Tutorial](#)

Quality: 19,685 global accepts · Rating: 800 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, strings
[fangcy's solution](#)

73.

1809A

[Garland](#) · [Tutorial](#)

Quality: 25,174 global accepts · Rating: 800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[fangcy's solution](#)

74.

1968B

[Prefiguence](#) · [Tutorial](#)

Quality: 31,437 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: greedy, two pointers

[fangcy's solution](#)

75.

1968A

[Maximize?](#) · [Tutorial](#)

Quality: 39,455 global accepts · Rating: 800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fangcy's solution](#)

76.

1966A

[Card Exchange](#) · [Tutorial](#)

Quality: 19,570 global accepts · Rating: 800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[fangcy's solution](#)

77.

1957A

[Stickogon](#) · [Tutorial](#)

Quality: 25,675 global accepts · Rating: 800 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

78.

1797A

[Li Hua and Maze](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 800 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, implementation

[fangcy's solution](#)

79.

1820A

[Yura's New Name](#) · [Tutorial](#)

Quality: 17,632 global accepts · Rating: 800 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[fangcy's solution](#)

80.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[fangcy's solution](#)

81.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy

[fangcy's solution](#)

82.

1823A

[A-characteristic](#) · [Tutorial](#)

Quality: 17,173 global accepts · Rating: 800 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[fangcy's solution](#)

83.

1870A

[MEXanized Array](#) · [Tutorial](#)

Quality: 20,232 global accepts · Rating: 800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

84.

1825A

[LuoTianyi and the Palindrome String](#) · [Tutorial](#)

Quality: 20,767 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[fangcy's solution](#)

85.

1950C

[Clock Conversion](#) · [Tutorial](#)

Quality: 46,903 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[fangcy's solution](#)

86.

1950B

[Upscaling](#) · [Tutorial](#)

Quality: 44,213 global accepts · Rating: 800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[fangcy's solution](#)

87.

1896A

[Jagged Swaps](#) · [Tutorial](#)

Quality: 57,333 global accepts · Rating: 800 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: sortings
[fangcy's solution](#)

88.

1946A

[Median of an Array](#) · [Tutorial](#)

Quality: 28,570 global accepts · Rating: 800 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[fangcy's solution](#)

89.

1950A

[Stair, Peak, or Neither?](#) · [Tutorial](#)

Quality: 69,446 global accepts · Rating: 800 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[fangcy's solution](#)

90.

1948A

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

Quality: 30,994 global accepts · Rating: 800 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms
[fangcy's solution](#)

91.

1912L

[LOL Lovers](#) · [Tutorial](#)

Quality: 8,594 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: strings
[fangcy's solution](#)

92.

1847A

[The Man who became a God](#) · [Tutorial](#)

Quality: 22,905 global accepts · Rating: 800 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[fangcy's solution](#)

93.

1935A

[Entertainment in MAC](#) · [Tutorial](#)

Quality: 30,325 global accepts · Rating: 800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, strings
[fangcy's solution](#)

94.

1821A

[Matching](#) · [Tutorial](#)

Quality: 21,188 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[fangcy's solution](#)

95.

1832A

[New Palindrome](#) · [Tutorial](#)

Quality: 28,971 global accepts · Rating: 800 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: strings

[fangcy's solution](#)

96.

1837A

[Grasshopper on a Line](#) · [Tutorial](#)

Quality: 54,840 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

97.

1841A

[Game with Board](#) · [Tutorial](#)

Quality: 25,990 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[fangcy's solution](#)

98.

1934A

[Too Min Too Max](#) · [Tutorial](#)

Quality: 27,263 global accepts · Rating: 800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

99.

1937A

[Shuffle Party](#) · [Tutorial](#)

Quality: 24,656 global accepts · Rating: 800 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

100.

1933A

[Turtle Puzzle: Rearrange and Negate](#) · [Tutorial](#)

Quality: 42,107 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[fangcy's solution](#)

101.

1933B

[Turtle Math: Fast Three Task](#) · [Tutorial](#)

Quality: 36,272 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory

[fangcy's solution](#)

102.

1861A

[Prime Deletion](#) · [Tutorial](#)

Quality: 25,936 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

103.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,518 global accepts · Rating: 800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fangcy's solution](#)

104.

1895B

[Points and Minimum Distance](#) · [Tutorial](#)

Quality: 21,589 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[fangcy's solution](#)

105.

1895A

[Treasure Chest](#) · [Tutorial](#)

Quality: 25,921 global accepts · Rating: 800 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[fangcy's solution](#)

106.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

107.

1932A

[Thorns and Coins](#) · [Tutorial](#)

Quality: 33,896 global accepts · Rating: 800 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[fangcy's solution](#)

108.

1930A

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

Quality: 20,287 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings
[fangcy's solution](#)

109.

1929B

[Sasha and the Drawing](#) · [Tutorial](#)

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

110.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,942 global accepts · Rating: 800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[fangcy's solution](#)

111.

1928A

[Rectangle Cutting](#) · [Tutorial](#)

Quality: 24,423 global accepts · Rating: 800 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[fangcy's solution](#)

112.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[fangcy's solution](#)

113.

1920A

[Satisfying Constraints](#) · [Tutorial](#)

Quality: 29,556 global accepts · Rating: 800 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[fangcy's solution](#)

114.

1927A

[Make it White](#) · [Tutorial](#)

Quality: 51,437 global accepts · Rating: 800 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[fangcy's solution](#)

115.

1918A

[Brick Wall](#) · [Tutorial](#)

Quality: 32,372 global accepts · Rating: 800 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[fangcy's solution](#)

116.

1922A

[Tricky Template](#) · [Tutorial](#)

Quality: 28,850 global accepts · Rating: 800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms,

implementation, strings

[fangcy's solution](#)

117.

1916A

[2023](#) · [Tutorial](#)

Quality: 28,312 global accepts · Rating: 800 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[fangcy's solution](#)

118.

1919B

[Plus-Minus Split](#) · [Tutorial](#)

Quality: 31,652 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fangcy's solution](#)

119.

1919A

[Wallet Exchange](#) · [Tutorial](#)

Quality: 36,195 global accepts · Rating: 800 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: games, math

[fangcy's solution](#)

120.

1909A

[Distinct Buttons](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 800 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

121.

1902A

[Binary Imbalance](#) · [Tutorial](#)

Quality: 23,256 global accepts · Rating: 800 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

122.

1900A

[Cover in Water](#) · [Tutorial](#)

Quality: 64,096 global accepts · Rating: 800 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[fangcy's solution](#)

123.

1901A

[Line Trip](#) · [Tutorial](#)

Quality: 75,304 global accepts · Rating: 800 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

124.

1898A

[Milica and String](#) · [Tutorial](#)

Quality: 17,423 global accepts · Rating: 800 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, strings

[fangcy's solution](#)

125.

1845A

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

Quality: 47,348 global accepts · Rating: 800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math, number theory

[fangcy's solution](#)

126.

1867A

[green gold dog array and permutation](#) · [Tutorial](#)

Quality: 21,144 global accepts · Rating: 800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[fangcy's solution](#)

127.

1894A

[Secret Sport](#) · [Tutorial](#)

Quality: 20,433 global accepts · Rating: 800 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings
[fangcy's solution](#)

128.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings
[fangcy's solution](#)

129.

1890B

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

Quality: 18,765 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[fangcy's solution](#)

130.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,105 global accepts · Rating: 800 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

131.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,318 global accepts · Rating: 800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math

[fangcy's solution](#)

132.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[fangcy's solution](#)

133.

1836A

[Destroyer](#) · [Tutorial](#)

Quality: 21,434 global accepts · Rating: 800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: implementation, sortings

[fangcy's solution](#)

134.

1853A

[Desorting](#) · [Tutorial](#)

Quality: 56,061 global accepts · Rating: 800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[fangcy's solution](#)

135.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fangcy's solution](#)

136.

1838A

[Blackboard List](#) · [Tutorial](#)

Quality: 22,689 global accepts · Rating: 800 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

137.

1834A

[Unit Array](#) · [Tutorial](#)

Quality: 45,656 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

138.

1828A

[Divisible Array](#) · [Tutorial](#)

Quality: 25,342 global accepts · Rating: 800 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[fangcy's solution](#)

139.

1864A

[Increasing and Decreasing](#) · [Tutorial](#)

Quality: 21,420 global accepts · Rating: 800 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[fangcy's solution](#)

140.

1858A

[Buttons](#) · [Tutorial](#)

Quality: 66,345 global accepts · Rating: 800 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math
[fangcy's solution](#)

141.

1859A

[United We Stand](#) · [Tutorial](#)

Quality: 54,409 global accepts · Rating: 800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[fangcy's solution](#)

142.

1857A

[Array Coloring](#) · [Tutorial](#)

Quality: 78,921 global accepts · Rating: 800 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

143.

1856A

[Tales of a Sort](#) · [Tutorial](#)

Quality: 28,161 global accepts · Rating: 800 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[fangcy's solution](#)

144.

1855A

[Dalton the Teacher](#) · [Tutorial](#)

Quality: 29,929 global accepts · Rating: 800 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

145.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,113 global accepts · Rating: 800 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math
[fangcy's solution](#)

146.

1851B

[Parity Sort](#) · [Tutorial](#)

Quality: 32,456 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings, two pointers
[fangcy's solution](#)

147.

1851A

[Escalator Conversations](#) · [Tutorial](#)

Quality: 31,505 global accepts · Rating: 800 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math
[fangcy's solution](#)

148.

1850C

[Word on the Paper](#) · [Tutorial](#)

Quality: 53,543 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings
[fangcy's solution](#)

149.

1850B

[Ten Words of Wisdom](#) · [Tutorial](#)

Quality: 50,377 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[fangcy's solution](#)

150.

1850A

[To My Critics](#) · [Tutorial](#)

Quality: 74,204 global accepts · Rating: 800 · first AC: 2023-07-21 · C++14 (GCC 6-32) (first AC) · Tags: implementation, sortings
[fangcy's solution](#)

151.

1844A

[Subtraction Game](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games
[fangcy's solution](#)

152.

1846B

[Rudolph and Tic-Tac-Toe](#) · [Tutorial](#)

Quality: 28,917 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, strings
[fangcy's solution](#)

153.

1846A

[Rudolph and Cut the Rope](#) · [Tutorial](#)

Quality: 34,781 global accepts · Rating: 800 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[fangcy's solution](#)

154.

2195B

[Heapify 1](#) · [Tutorial](#)

Quality: 24,858 global accepts · Rating: 900 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: implementation, sortings
[fangcy's solution](#)

155.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 900 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

156.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

157.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,582 global accepts · Rating: 900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy
[fangcy's solution](#)

158.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[fangcy's solution](#)

159.

1720A

[Burenka Plays with Fractions](#) · [Tutorial](#)

Quality: 24,364 global accepts · Rating: 900 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory
[fangcy's solution](#)

160.

2031B

[Penchick and Satay Sticks](#) · [Tutorial](#)

Quality: 20,785 global accepts · Rating: 900 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings
[fangcy's solution](#)

161.

2026A

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

Quality: 20,264 global accepts · Rating: 900 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[fangcy's solution](#)

162.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,243 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

163.

2005A

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

Quality: 26,246 global accepts · Rating: 900 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math
[fangcy's solution](#)

164.

1496A

[Split it!](#) · [Tutorial](#)

Quality: 22,244 global accepts · Rating: 900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, strings
[fangcy's solution](#)

165.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, greedy, sortings
[fangcy's solution](#)

166.

1795B

[Ideal Point](#) · [Tutorial](#)

Quality: 24,093 global accepts · Rating: 900 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy
[fangcy's solution](#)

167.

1794B

[Not Dividing](#) · [Tutorial](#)

Quality: 39,870 global accepts · Rating: 900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

168.

1818B

[Indivisible](#) · [Tutorial](#)

Quality: 17,051 global accepts · Rating: 900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[fangcy's solution](#)

169.

1806B

[Mex Master](#) · [Tutorial](#)

Quality: 19,738 global accepts · Rating: 900 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[fangcy's solution](#)

170.

1808A

[Lucky Numbers](#) · [Tutorial](#)

Quality: 20,614 global accepts · Rating: 900 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation
[fangcy's solution](#)

171.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,538 global accepts · Rating: 900 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, math
[fangcy's solution](#)

172.

1954A

[Painting the Ribbon](#) · [Tutorial](#)

Quality: 27,629 global accepts · Rating: 900 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

173.

1823B

[Sort with Step](#) · [Tutorial](#)

Quality: 18,121 global accepts · Rating: 900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, sortings
[fangcy's solution](#)

174.

1896B

[AB Flipping](#) · [Tutorial](#)

Quality: 18,421 global accepts · Rating: 900 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers
[fangcy's solution](#)

175.

1837B

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

Quality: 50,099 global accepts · Rating: 900 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[fangcy's solution](#)

176.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[fangcy's solution](#)

177.

1927B

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

Quality: 38,132 global accepts · Rating: 900 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, strings
[fangcy's solution](#)

178.

1918B

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

Quality: 27,023 global accepts · Rating: 900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings
[fangcy's solution](#)

179.

1904A

[Forked!](#) · [Tutorial](#)

Quality: 40,380 global accepts · Rating: 900 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation
[fangcy's solution](#)

180.

1900B

[Laura and Operations](#) · [Tutorial](#)

Quality: 20,472 global accepts · Rating: 900 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[fangcy's solution](#)

181.

1845B

[Come Together](#) · [Tutorial](#)

Quality: 23,704 global accepts · Rating: 900 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: geometry, implementation, math

[fangcy's solution](#)

182.

1888A

[Chemistry](#) · [Tutorial](#)

Rating: 900 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: strings

[fangcy's solution](#)

183.

1828B

[Permutation Swap](#) · [Tutorial](#)

Quality: 39,305 global accepts · Rating: 900 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

184.

1856B

[Good Arrays](#) · [Tutorial](#)

Quality: 27,451 global accepts · Rating: 900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

185.

1855B

[Longest Divisors Interval](#) · [Tutorial](#)

Quality: 44,925 global accepts · Rating: 900 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, greedy, math, number theory

[fangcy's solution](#)

186.

1850D

[Balanced Round](#) · [Tutorial](#)

Quality: 60,810 global accepts · Rating: 900 · first AC: 2023-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[fangcy's solution](#)

187.

1848A

[Vika and Her Friends](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 900 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: games, math

[fangcy's solution](#)

188.

2194B

[Offshores](#) · [Tutorial](#)

Quality: 18,419 global accepts · Rating: 1000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation, math

[fangcy's solution](#)

189.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,274 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy

[fangcy's solution](#)

190.

2120B

[Square Pool](#) · [Tutorial](#)

Quality: 17,740 global accepts · Rating: 1000 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: geometry

[fangcy's solution](#)

191.

1721B

[Deadly Laser](#) · [Tutorial](#)

Quality: 23,879 global accepts · Rating: 1000 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[fangcy's solution](#)

192.

2039B

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

Quality: 17,297 global accepts · Rating: 1000 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, strings

[fangcy's solution](#)

193.

2034B

[Rakhsh's Revival](#) · [Tutorial](#)

Quality: 15,764 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, two pointers

[fangcy's solution](#)

194.

2040B

[Paint a Strip](#) · [Tutorial](#)

Quality: 24,104 global accepts · Rating: 1000 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

195.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

196.

2005B1

[The Strict Teacher \(Easy Version\)](#) · [Tutorial](#)

Quality: 24,748 global accepts · Rating: 1000 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[fangcy's solution](#)

197.

1766B

[Notepad#](#) · [Tutorial](#)

Quality: 23,778 global accepts · Rating: 1000 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[fangcy's solution](#)

198.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,521 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[fangcy's solution](#)

199.

2002B

[Removals Game](#) · [Tutorial](#)

Quality: 22,991 global accepts · Rating: 1000 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games

[fangcy's solution](#)

200.

1998B

[Minimize Equal Sum Subarrays](#) · [Tutorial](#)

Quality: 28,162 global accepts · Rating: 1000 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[fangcy's solution](#)

201.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fangcy's solution](#)

202.

1979B

[XOR Sequences](#) · [Tutorial](#)

Quality: 26,433 global accepts · Rating: 1000 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy

[fangcy's solution](#)

203.

1975B

[378QAQ and Mocha's Array](#) · [Tutorial](#)

Quality: 21,071 global accepts · Rating: 1000 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, sortings

[fangcy's solution](#)

204.

1796B

[Asterisk-Minor Template](#) · [Tutorial](#)

Quality: 18,314 global accepts · Rating: 1000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: implementation, strings

[fangcy's solution](#)

205.

1809B

[Points on Plane](#) · [Tutorial](#)

Quality: 22,348 global accepts · Rating: 1000 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[fangcy's solution](#)

206.

1968C

[Assembly via Remainders](#) · [Tutorial](#)

Quality: 29,263 global accepts · Rating: 1000 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, number theory

[fangcy's solution](#)

207.

1825B

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

Quality: 16,096 global accepts · Rating: 1000 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

208.

1847B

[Hamon Odyssey](#) · [Tutorial](#)

Quality: 22,288 global accepts · Rating: 1000 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, two pointers

[fangcy's solution](#)

209.

1837C

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

Quality: 24,576 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

210.

1841B

[Keep it Beautiful](#) · [Tutorial](#)

Quality: 24,092 global accepts · Rating: 1000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[fangcy's solution](#)

211.

1861B

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

Quality: 24,006 global accepts · Rating: 1000 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[fangcy's solution](#)

212.

1930B

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

Quality: 17,661 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[fangcy's solution](#)

213.

1927C

[Choose the Different Ones!](#) · [Tutorial](#)

Quality: 31,568 global accepts · Rating: 1000 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math

[fangcy's solution](#)

214.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,910 global accepts · Rating: 1000 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[fangcy's solution](#)

215.

1894B

[Two Out of Three](#) · [Tutorial](#)

Quality: 18,108 global accepts · Rating: 1000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

216.

1888B

[Raspberries](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

217.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[fangcy's solution](#)

218.

1834B

[Maximum Strength](#) · [Tutorial](#)

Quality: 17,014 global accepts · Rating: 1000 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

219.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fangcy's solution](#)

220.

1859B

[Olya and Game with Arrays](#) · [Tutorial](#)

Quality: 43,901 global accepts · Rating: 1000 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[fangcy's solution](#)

221.

1849B

[Monsters](#) · [Tutorial](#)

Quality: 44,373 global accepts · Rating: 1000 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[fangcy's solution](#)

222.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,877 global accepts · Rating: 1000 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[fangcy's solution](#)

223.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

224.

2211B

[Mickey Mouse Constructive](#) · [Tutorial](#)

Quality: 11,626 global accepts · Rating: 1100 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, greedy, math

[fangcy's solution](#)

225.

2195C

[Dice Roll Sequence](#) · [Tutorial](#)

Quality: 20,533 global accepts · Rating: 1100 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[fangcy's solution](#)

226.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,106 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

227.

2122B

[Pile Shuffling](#) · [Tutorial](#)

Quality: 15,220 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[fangcy's solution](#)

228.

2112B

[Shrinking Array](#) · [Tutorial](#)

Quality: 21,118 global accepts · Rating: 1100 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[fangcy's solution](#)

229.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,616 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[fangcy's solution](#)

230.

2070B

[Robot Program](#) · [Tutorial](#)

Quality: 19,690 global accepts · Rating: 1100 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[fangcy's solution](#)

231.

2043B

[Digits](#) · [Tutorial](#)

Quality: 21,733 global accepts · Rating: 1100 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

232.

1739B

[Array Recovery](#) · [Tutorial](#)

Quality: 24,436 global accepts · Rating: 1100 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

233.

2025B

[Binomial Coefficients, Kind Of](#) · [Tutorial](#)

Quality: 19,616 global accepts · Rating: 1100 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fangcy's solution](#)

234.

1783B

[Matrix of Differences](#) · [Tutorial](#)

Quality: 19,320 global accepts · Rating: 1100 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

235.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[fangcy's solution](#)

236.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,432 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[fangcy's solution](#)

237.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,469 global accepts · Rating: 1100 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, two pointers

[fangcy's solution](#)

238.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,448 global accepts · Rating: 1100 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

239.

1793B

[Fedya and Array](#) · [Tutorial](#)

Quality: 17,096 global accepts · Rating: 1100 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

240.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fangcy's solution](#)

241.

1995B1

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

Quality: 20,986 global accepts · Rating: 1100 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[fangcy's solution](#)

242.

1976B

[Increase/Decrease/Copy](#) · [Tutorial](#)

Quality: 25,080 global accepts · Rating: 1100 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

243.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fangcy's solution](#)

244.

1966B

[Rectangle Filling](#) · [Tutorial](#)

Quality: 17,211 global accepts · Rating: 1100 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation

[fangcy's solution](#)

245.

1957B

[A BIT of a Construction](#) · [Tutorial](#)

Quality: 20,413 global accepts · Rating: 1100 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, implementation

[fangcy's solution](#)

246.

1797B

[Li Hua and Pattern](#) · [Tutorial](#)

Quality: 24,614 global accepts · Rating: 1100 · first AC: 2024-04-19 · last AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

247.

1820B

[JoJo's Incredible Adventures](#) · [Tutorial](#)

Quality: 23,010 global accepts · Rating: 1100 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: math, strings, two pointers

[fangcy's solution](#)

248.

1826B

[Lunatic Never Content](#) · [Tutorial](#)

Quality: 28,165 global accepts · Rating: 1100 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

249.

1950D

[Product of Binary Decimals](#) · [Tutorial](#)

Quality: 26,495 global accepts · Rating: 1100 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation, number theory

[fangcy's solution](#)

250.

1946B

[Maximum Sum](#) · [Tutorial](#)

Quality: 23,526 global accepts · Rating: 1100 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math

[fangcy's solution](#)

251.

1948B

[Array Fix](#) · [Tutorial](#)

Quality: 26,273 global accepts · Rating: 1100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, implementation

[fangcy's solution](#)

252.

1821B

[Sort the Subarray](#) · [Tutorial](#)

Quality: 28,332 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[fangcy's solution](#)

253.

1832B

[Maximum Sum](#) · [Tutorial](#)

Quality: 35,494 global accepts · Rating: 1100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, sortings, two pointers
[fangcy's solution](#)

254.

1933C

[Turtle Fingers: Count the Values of k](#) · [Tutorial](#)

Quality: 25,373 global accepts · Rating: 1100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, number theory
[fangcy's solution](#)

255.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation
[fangcy's solution](#)

256.

1932B

[Chaya Calendar](#) · [Tutorial](#)

Quality: 23,666 global accepts · Rating: 1100 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[fangcy's solution](#)

257.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,591 global accepts · Rating: 1100 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, trees
[fangcy's solution](#)

258.

1920B

[Summation Game](#) · [Tutorial](#)

Quality: 23,123 global accepts · Rating: 1100 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[fangcy's solution](#)

259.

1904B

[Collecting Game](#) · [Tutorial](#)

Quality: 27,918 global accepts · Rating: 1100 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings, two pointers
[fangcy's solution](#)

260.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[fangcy's solution](#)

261.

1901B

[Chip and Ribbon](#) · [Tutorial](#)

Quality: 16,949 global accepts · Rating: 1100 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

262.

1867B

[XOR Palindromes](#) · [Tutorial](#)

Quality: 18,633 global accepts · Rating: 1100 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, strings
[fangcy's solution](#)

263.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,017 global accepts · Rating: 1100 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, sortings
[fangcy's solution](#)

264.

1836B

[Astrophysicists](#) · [Tutorial](#)

Quality: 13,592 global accepts · Rating: 1100 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

265.

1838B

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

Quality: 17,807 global accepts · Rating: 1100 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math
[fangcy's solution](#)

266.

1828C

[Counting Orders](#) · [Tutorial](#)

Rating: 1100 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, sortings
[fangcy's solution](#)

267.

1864B

[Swap and Reverse](#) · [Tutorial](#)

Quality: 16,615 global accepts · Rating: 1100 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[fangcy's solution](#)

268.

1857B

[Maximum Rounding](#) · [Tutorial](#)

Quality: 24,714 global accepts · Rating: 1100 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[fangcy's solution](#)

269.

1850E

[Cardboard for Pictures](#) · [Tutorial](#)

Quality: 35,000 global accepts · Rating: 1100 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, implementation, math
[fangcy's solution](#)

270.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,822 global accepts · Rating: 1200 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games, math
[fangcy's solution](#)

271.

2189B

[The Curse of the Frog](#) · [Tutorial](#)

Quality: 15,311 global accepts · Rating: 1200 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

272.

2119B

[Line Segments](#) · [Tutorial](#)

Quality: 18,307 global accepts · Rating: 1200 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: geometry, greedy, math
[fangcy's solution](#)

273.

2118B

[Make It Permutation](#) · [Tutorial](#)

Quality: 20,037 global accepts · Rating: 1200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[fangcy's solution](#)

274.

2069B

[Set of Strangers](#) · [Tutorial](#)

Quality: 18,814 global accepts · Rating: 1200 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: greedy, matrices
[fangcy's solution](#)

275.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,389 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
[fangcy's solution](#)

276.

2039C1

[Shohag Loves XOR \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,520 global accepts · Rating: 1200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory
[fangcy's solution](#)

277.

1720C

[Corners](#) · [Tutorial](#)

Quality: 18,230 global accepts · Rating: 1200 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

278.

2021B

[Maximize Mex](#) · [Tutorial](#)

Quality: 18,818 global accepts · Rating: 1200 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory
[fangcy's solution](#)

279.

2005B2

[The Strict Teacher \(Hard Version\)](#) · [Tutorial](#)

Quality: 21,686 global accepts · Rating: 1200 · first AC: 2024-09-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings
[fangcy's solution](#)

280.

1792B

[Stand-up Comedian](#) · [Tutorial](#)

Quality: 24,142 global accepts · Rating: 1200 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

281.

2003C

[Turtle and Good Pairs](#) · [Tutorial](#)

Quality: 21,664 global accepts · Rating: 1200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
[fangcy's solution](#)

282.

1496C

[Diamond Miner](#) · [Tutorial](#)

Rating: 1200 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: geometry, greedy, sortings
[fangcy's solution](#)

283.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math
[fangcy's solution](#)

284.

1793C

[Dora and Search](#) · [Tutorial](#)

Quality: 33,101 global accepts · Rating: 1200 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, two pointers

[fangcy's solution](#)

285.

1996C

[Sort](#) · [Tutorial](#)

Quality: 28,028 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, sortings, strings

[fangcy's solution](#)

286.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1200 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

287.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[fangcy's solution](#)

288.

1983B

[Corner Twist](#) · [Tutorial](#)

Quality: 18,412 global accepts · Rating: 1200 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[fangcy's solution](#)

289.

1989B

[Substring and Subsequence](#) · [Tutorial](#)

Quality: 23,317 global accepts · Rating: 1200 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, strings

[fangcy's solution](#)

290.

1982C

[Boring Day](#) · [Tutorial](#)

Quality: 21,901 global accepts · Rating: 1200 · first AC: 2024-06-25 · last AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[fangcy's solution](#)

291.

1979C

[Earning on Bets](#) · [Tutorial](#)

Quality: 22,186 global accepts · Rating: 1200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, number theory

[fangcy's solution](#)

292.

1808B

[Playing in a Casino](#) · [Tutorial](#)

Quality: 29,669 global accepts · Rating: 1200 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[fangcy's solution](#)

293.

1975C

[Chamo and Mocha's Array](#) · [Tutorial](#)

Quality: 17,166 global accepts · Rating: 1200 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[fangcy's solution](#)

294.

1954C

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

Quality: 22,744 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[fangcy's solution](#)

295.

1954B

[Make It Ugly](#) · [Tutorial](#)

Quality: 21,513 global accepts · Rating: 1200 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[fangcy's solution](#)

296.

1826A

[Trust Nobody](#) · [Tutorial](#)

Quality: 17,281 global accepts · Rating: 1200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[fangcy's solution](#)

297.

1870B

[Friendly Arrays](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1200 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[fangcy's solution](#)

298.

1935B

[Informatics in MAC](#) · [Tutorial](#)

Quality: 20,896 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[fangcy's solution](#)

299.

1832C

[Contrast Value](#) · [Tutorial](#)

Quality: 34,396 global accepts · Rating: 1200 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[fangcy's solution](#)

300.

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math
[fangcy's solution](#)

301.

1933D

[Turtle Tenacity: Continual Mods](#) · [Tutorial](#)

Quality: 23,528 global accepts · Rating: 1200 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, sortings
[fangcy's solution](#)

302.

1874A

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

Quality: 19,387 global accepts · Rating: 1200 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, games, greedy, implementation
[fangcy's solution](#)

303.

1928B

[Equalize](#) · [Tutorial](#)

Quality: 20,754 global accepts · Rating: 1200 · first AC: 2024-02-11 · last AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings, two pointers
[fangcy's solution](#)

304.

1922B

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

Quality: 23,376 global accepts · Rating: 1200 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings
[fangcy's solution](#)

305.

1916C

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

Quality: 19,883 global accepts · Rating: 1200 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[fangcy's solution](#)

306.

1909B

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

Quality: 30,967 global accepts · Rating: 1200 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[fangcy's solution](#)

307.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,836 global accepts · Rating: 1200 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

308.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, math

[fangcy's solution](#)

309.

1853B

[Fibonaccharris](#) · [Tutorial](#)

Quality: 19,729 global accepts · Rating: 1200 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[fangcy's solution](#)

310.

1834C

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

Quality: 15,042 global accepts · Rating: 1200 · first AC: 2023-09-16 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, strings

[fangcy's solution](#)

311.

1859C

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

Quality: 18,657 global accepts · Rating: 1200 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[fangcy's solution](#)

312.

1857C

[Assembly via Minimums](#) · [Tutorial](#)

Quality: 41,757 global accepts · Rating: 1200 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[fangcy's solution](#)

313.

1848B

[Vika and the Bridge](#) · [Tutorial](#)

Quality: 24,408 global accepts · Rating: 1200 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[fangcy's solution](#)

314.

1846D

[Rudolph and Christmas Tree](#) · [Tutorial](#)

Quality: 22,449 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, math

[fangcy's solution](#)

315.

1846C

[Rudolf and the Another Competition](#) · [Tutorial](#)

Quality: 21,477 global accepts · Rating: 1200 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, sortings

[fangcy's solution](#)

316.

2211C1

[Equal Multisets \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,110 global accepts · Rating: 1300 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, greedy, two pointers

[fangcy's solution](#)

317.

2206K

[Time Display Stickers](#) · [Tutorial](#)

Quality: 1,426 global accepts · Rating: 1300 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search

[fangcy's solution](#)

318.

2195D

[Absolute Cinema](#) · [Tutorial](#)

Quality: 13,663 global accepts · Rating: 1300 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[fangcy's solution](#)

319.

2189C1

[XOR Convenience \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,900 global accepts · Rating: 1300 · first AC: 2026-02-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fangcy's solution](#)

320.

2194C

[Secret message](#) · [Tutorial](#)

Quality: 10,899 global accepts · Rating: 1300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[fangcy's solution](#)

321.

2170C

[Quotient and Remainder](#) · [Tutorial](#)

Quality: 11,250 global accepts · Rating: 1300 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[fangcy's solution](#)

322.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy, math, two pointers

[fangcy's solution](#)

323.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,643 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings

[fangcy's solution](#)

324.

2124C

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

Quality: 14,595 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fangcy's solution](#)

325.

2119C

[A Good Problem](#) · [Tutorial](#)

Quality: 16,304 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fangcy's solution](#)

326.

2112C

[Coloring Game](#) · [Tutorial](#)

Quality: 17,728 global accepts · Rating: 1300 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, two pointers

[fangcy's solution](#)

327.

2118C

[Make It Beautiful](#) · [Tutorial](#)

Quality: 18,479 global accepts · Rating: 1300 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, greedy, math

[fangcy's solution](#)

328.

2075B

[Array Recoloring](#) · [Tutorial](#)

Quality: 18,833 global accepts · Rating: 1300 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

329.

2049B

[pspspsps](#) · [Tutorial](#)

Quality: 18,926 global accepts · Rating: 1300 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graph matchings, implementation

[fangcy's solution](#)

330.

2025C

[New Game](#) · [Tutorial](#)

Quality: 19,037 global accepts · Rating: 1300 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation, sortings, two pointers

[fangcy's solution](#)

331.

2031C

[Penchick and BBQ Buns](#) · [Tutorial](#)

Quality: 15,716 global accepts · Rating: 1300 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[fangcy's solution](#)

332.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1300 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy

[fangcy's solution](#)

333.

2021C1

[Adjust The Presentation \(Easy Version\)](#) · [Tutorial](#)

Quality: 14,123 global accepts · Rating: 1300 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

334.

1766C

[Hamiltonian Wall](#) · [Tutorial](#)

Quality: 14,991 global accepts · Rating: 1300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[fangcy's solution](#)

335.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

336.

1988C

[Increasing Sequence with Fixed OR](#) · [Tutorial](#)

Quality: 20,295 global accepts · Rating: 1300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fangcy's solution](#)

337.

1794C

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

Quality: 22,084 global accepts · Rating: 1300 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[fangcy's solution](#)

338.

1753A1

[Make Nonzero Sum \(easy version\)](#) · [Tutorial](#)

Quality: 16,452 global accepts · Rating: 1300 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[fangcy's solution](#)

339.

1978C

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

Quality: 17,788 global accepts · Rating: 1300 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fangcy's solution](#)

340.

1815A

[Iai and Array Sorting](#) · [Tutorial](#)

Quality: 15,974 global accepts · Rating: 1300 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

341.

1776H

[Beppa and SwerChat](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1300 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: two pointers

[fangcy's solution](#)

342.

1810C

[Make It Permutation](#) · [Tutorial](#)

Quality: 16,551 global accepts · Rating: 1300 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, sortings

[fangcy's solution](#)

343.

1981B

[Turtle and an Infinite Sequence](#) · [Tutorial](#)

Quality: 16,435 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math

[fangcy's solution](#)

344.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1300 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers

[fangcy's solution](#)

345.

1968D

[Permutation Game](#) · [Tutorial](#)

Quality: 17,425 global accepts · Rating: 1300 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, games, graphs, greedy, math

[fangcy's solution](#)

346.

1820C

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

Rating: 1300 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

347.

1823C

[Strongly Composite](#) · [Tutorial](#)

Quality: 13,848 global accepts · Rating: 1300 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[fangcy's solution](#)

348.

1826C

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

Quality: 15,676 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[fangcy's solution](#)

349.

1870C

[Colorful Table](#) · [Tutorial](#)

Quality: 13,114 global accepts · Rating: 1300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math, two pointers

[fangcy's solution](#)

350.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,480 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[fangcy's solution](#)

351.

1948C

[Arrow Path](#) · [Tutorial](#)

Quality: 21,095 global accepts · Rating: 1300 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, shortest paths

[fangcy's solution](#)

352.

1821C

[Tear It Apart](#) · [Tutorial](#)

Quality: 16,204 global accepts · Rating: 1300 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math, strings

[fangcy's solution](#)

353.

1937B

[Binary Path](#) · [Tutorial](#)

Quality: 17,331 global accepts · Rating: 1300 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[fangcy's solution](#)

354.

1868A

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

Quality: 13,613 global accepts · Rating: 1300 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[fangcy's solution](#)

355.

1879C

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

Quality: 27,114 global accepts · Rating: 1300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, greedy
[fangcy's solution](#)

356.

1927D

[Find the Different Ones!](#) · [Tutorial](#)

Quality: 33,178 global accepts · Rating: 1300 · first AC: 2024-02-06 · last AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, two pointers
[fangcy's solution](#)

357.

1922C

[Closest Cities](#) · [Tutorial](#)

Quality: 22,001 global accepts · Rating: 1300 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math
[fangcy's solution](#)

358.

1902C

[Insert and Equalize](#) · [Tutorial](#)

Quality: 16,976 global accepts · Rating: 1300 · first AC: 2023-12-05 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[fangcy's solution](#)

359.

1900C

[Anji's Binary Tree](#) · [Tutorial](#)

Quality: 15,044 global accepts · Rating: 1300 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees
[fangcy's solution](#)

360.

1899D

[Yarik and Musical Notes](#) · [Tutorial](#)

Quality: 15,634 global accepts · Rating: 1300 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: hashing, math, number theory
[fangcy's solution](#)

361.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,275 global accepts · Rating: 1300 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings
[fangcy's solution](#)

362.

1867C

[Salyg1n and the MEX Game](#) · [Tutorial](#)

Quality: 12,671 global accepts · Rating: 1300 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, games, greedy, interactive
[fangcy's solution](#)

363.

1890C

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

Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, two pointers
[fangcy's solution](#)

364.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[fangcy's solution](#)

365.

1864C

[Divisor Chain](#) · [Tutorial](#)

Quality: 15,283 global accepts · Rating: 1300 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math, number theory

[fangcy's solution](#)

366.

1857D

[Strong Vertices](#) · [Tutorial](#)

Quality: 29,321 global accepts · Rating: 1300 · first AC: 2023-08-07 · last AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings, trees

[fangcy's solution](#)

367.

1851D

[Prefix Permutation Sums](#) · [Tutorial](#)

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

368.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, math

[fangcy's solution](#)

369.

1846E1

[Rudolf and Snowflakes \(simple version\)](#) · [Tutorial](#)

Quality: 25,207 global accepts · Rating: 1300 · first AC: 2023-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[fangcy's solution](#)

370.

1773E

[Easy Assembly](#) · [Tutorial](#)

Quality: 6,093 global accepts · Rating: 1400 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings

[fangcy's solution](#)

371.

2120C

[Divine Tree](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1400 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, trees

[fangcy's solution](#)

372.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[fangcy's solution](#)

373.

1721C

[Min-Max Array Transformation](#) · [Tutorial](#)

Quality: 14,557 global accepts · Rating: 1400 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers

[fangcy's solution](#)

374.

1728C

[Digital Logarithm](#) · [Tutorial](#)

Quality: 17,880 global accepts · Rating: 1400 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings

[fangcy's solution](#)

375.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,732 global accepts · Rating: 1400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[fangcy's solution](#)

376.

2034C

[Trapped in the Witch's Labyrinth](#) · [Tutorial](#)

Quality: 9,140 global accepts · Rating: 1400 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, implementation

[fangcy's solution](#)

377.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings

[fangcy's solution](#)

378.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math

[fangcy's solution](#)

379.

1983C

[Have Your Cake and Eat It Too](#) · [Tutorial](#)

Quality: 14,710 global accepts · Rating: 1400 · first AC: 2024-07-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, implementation

[fangcy's solution](#)

380.

1805C

[Place for a Selfie](#) · [Tutorial](#)

Quality: 14,178 global accepts · Rating: 1400 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, geometry, math

[fangcy's solution](#)

381.

1967B1

[Reverse Card \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,057 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[fangcy's solution](#)

382.

1967A

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

Quality: 14,940 global accepts · Rating: 1400 · first AC: 2024-05-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, implementation, math, sortings

[fangcy's solution](#)

383.

1966C

[Everything Nim](#) · [Tutorial](#)

Rating: 1400 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[fangcy's solution](#)

384.

1825C

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

Rating: 1400 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[fangcy's solution](#)

385.

1896C

[Matching Arrays](#) · [Tutorial](#)

Quality: 11,599 global accepts · Rating: 1400 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings

[fangcy's solution](#)

386.

1830A

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

Quality: 20,320 global accepts · Rating: 1400 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[fangcy's solution](#)

387.

1847C

[Vampiric Powers, anyone?](#) · [Tutorial](#)

Quality: 14,762 global accepts · Rating: 1400 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[fangcy's solution](#)

388.

1837D

[Bracket Coloring](#) · [Tutorial](#)

Quality: 21,971 global accepts · Rating: 1400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

389.

1895C

[Torn Lucky Ticket](#) · [Tutorial](#)

Quality: 13,032 global accepts · Rating: 1400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, hashing, implementation, math

[fangcy's solution](#)

390.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,456 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

391.

1893A

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

Quality: 15,081 global accepts · Rating: 1400 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[fangcy's solution](#)

392.

1932D

[Card Game](#) · [Tutorial](#)

Quality: 13,436 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

393.

1932C

[LR-remainders](#) · [Tutorial](#)

Quality: 18,929 global accepts · Rating: 1400 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, math, two pointers

[fangcy's solution](#)

394.

1929C

[Sasha and the Casino](#) · [Tutorial](#)

Quality: 17,285 global accepts · Rating: 1400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[fangcy's solution](#)

395.

1931E

[Anna and the Valentine's Day Gift](#) · [Tutorial](#)

Quality: 25,729 global accepts · Rating: 1400 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, math, sortings
[fangcy's solution](#)

396.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[fangcy's solution](#)

397.

1927E

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

Quality: 17,055 global accepts · Rating: 1400 · first AC: 2024-02-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, two pointers
[fangcy's solution](#)

398.

1918C

[XOR-distance](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, implementation, math
[fangcy's solution](#)

399.

1919C

[Grouping Increases](#) · [Tutorial](#)

Quality: 28,580 global accepts · Rating: 1400 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[fangcy's solution](#)

400.

1909C

[Heavy Intervals](#) · [Tutorial](#)

Quality: 13,163 global accepts · Rating: 1400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, math, sortings
[fangcy's solution](#)

401.

1904C

[Array Game](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 1400 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[fangcy's solution](#)

402.

1901C

[Add, Divide and Floor](#) · [Tutorial](#)

Quality: 14,238 global accepts · Rating: 1400 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

403.

1845C

[Strong Password](#) · [Tutorial](#)

Quality: 16,790 global accepts · Rating: 1400 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, strings
[fangcy's solution](#)

404.

1888C

[You Are So Beautiful](#) · [Tutorial](#)

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[fangcy's solution](#)

405.

1888D1

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

Rating: 1400 · first AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy

[fangcy's solution](#)

406.

1838C

[No Prime Differences · Tutorial](#)

Quality: 17,320 global accepts · Rating: 1400 · first AC: 2023-09-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[fangcy's solution](#)

407.

2195E

[Idiot First Search · Tutorial](#)

Quality: 8,554 global accepts · Rating: 1500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, trees

[fangcy's solution](#)

408.

2169D1

[Removal of a Sequence \(Easy Version\) · Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, implementation, math, number theory

[fangcy's solution](#)

409.

2115A

[Gellyfish and Flaming Peony · Tutorial](#)

Quality: 14,957 global accepts · Rating: 1500 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, math, number theory

[fangcy's solution](#)

410.

2075C

[Two Colors · Tutorial](#)

Quality: 14,368 global accepts · Rating: 1500 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, math

[fangcy's solution](#)

411.

2069C

[Beautiful Sequence · Tutorial](#)

Quality: 14,822 global accepts · Rating: 1500 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, two pointers

[fangcy's solution](#)

412.

2070C

[Limited Repainting · Tutorial](#)

Quality: 13,827 global accepts · Rating: 1500 · first AC: 2025-03-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy

[fangcy's solution](#)

413.

2049C

[MEX Cycle · Tutorial](#)

Quality: 13,641 global accepts · Rating: 1500 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[fangcy's solution](#)

414.

1739C

[Card Game · Tutorial](#)

Quality: 10,083 global accepts · Rating: 1500 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, games

[fangcy's solution](#)

415.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,630 global accepts · Rating: 1500 · first AC: 2024-11-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[fangcy's solution](#)

416.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory

[fangcy's solution](#)

417.

1767D

[Playoff](#) · [Tutorial](#)

Quality: 11,204 global accepts · Rating: 1500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, math

[fangcy's solution](#)

418.

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,758 global accepts · Rating: 1500 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[fangcy's solution](#)

419.

2008E

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

Quality: 13,226 global accepts · Rating: 1500 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, strings

[fangcy's solution](#)

420.

2003D1

[Turtle and a MEX Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 13,445 global accepts · Rating: 1500 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

421.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,796 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[fangcy's solution](#)

422.

1997D

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

Quality: 15,912 global accepts · Rating: 1500 · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[fangcy's solution](#)

423.

1996D

[Fun](#) · [Tutorial](#)

Quality: 19,604 global accepts · Rating: 1500 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory

[fangcy's solution](#)

424.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math

[fangcy's solution](#)

425.

1795C

[Tea Tasting](#) · [Tutorial](#)

Quality: 18,015 global accepts · Rating: 1500 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation

[fangcy's solution](#)

426.

1789C

[Serval and Toxel's Arrays](#) · [Tutorial](#)

Quality: 9,936 global accepts · Rating: 1500 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[fangcy's solution](#)

427.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy

[fangcy's solution](#)

428.

1753A2

[Make Nonzero Sum \(hard version\)](#) · [Tutorial](#)

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy

[fangcy's solution](#)

429.

1985F

[Final Boss](#) · [Tutorial](#)

Quality: 20,014 global accepts · Rating: 1500 · first AC: 2024-06-12 · last AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[fangcy's solution](#)

430.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[fangcy's solution](#)

431.

1809C

[Sum on Subarrays](#) · [Tutorial](#)

Quality: 15,174 global accepts · Rating: 1500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

432.

1950E

[Nearly Shortest Repeating Substring](#) · [Tutorial](#)

Quality: 17,428 global accepts · Rating: 1500 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, number theory, strings

[fangcy's solution](#)

433.

1933E

[Turtle vs. Rabbit Race: Optimal Trainings](#) · [Tutorial](#)

Quality: 13,625 global accepts · Rating: 1500 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, ternary search

[fangcy's solution](#)

434.

1924A

[Did We Get Everything Covered?](#) · [Tutorial](#)

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[fangcy's solution](#)

435.

1898B

[Milena and Admirer](#) · [Tutorial](#)

Quality: 14,612 global accepts · Rating: 1500 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[fangcy's solution](#)

436.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,354 global accepts · Rating: 1500 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers

[fangcy's solution](#)

437.

1883D

[In Love](#) · [Tutorial](#)

Quality: 14,529 global accepts · Rating: 1500 · first AC: 2023-10-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[fangcy's solution](#)

438.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, number theory, sortings

[fangcy's solution](#)

439.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[fangcy's solution](#)

440.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,028 global accepts · Rating: 1500 · first AC: 2023-08-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[fangcy's solution](#)

441.

1857E

[Power of Points](#) · [Tutorial](#)

Quality: 14,842 global accepts · Rating: 1500 · first AC: 2023-08-07 · C++20 (GCC 11-64) (first AC) · Tags: math, sortings

[fangcy's solution](#)

442.

1851E

[Nastya and Potions](#) · [Tutorial](#)

Quality: 13,285 global accepts · Rating: 1500 · first AC: 2023-07-25 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, sortings

[fangcy's solution](#)

443.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1600 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, math, two pointers

[fangcy's solution](#)

444.

2194D

[Table Cut](#) · [Tutorial](#)

Quality: 7,854 global accepts · Rating: 1600 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[fangcy's solution](#)

445.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,267 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[fangcy's solution](#)

446.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[fangcy's solution](#)

447.

2043C

[Sums on Segments](#) · [Tutorial](#)

Quality: 11,199 global accepts · Rating: 1600 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, greedy, math

[fangcy's solution](#)

448.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

449.

2034D

[Darius' Wisdom](#) · [Tutorial](#)

Quality: 6,606 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[fangcy's solution](#)

450.

2040C

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

Quality: 10,782 global accepts · Rating: 1600 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, greedy, math, two pointers

[fangcy's solution](#)

451.

1781C

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

Quality: 10,460 global accepts · Rating: 1600 · first AC: 2024-10-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[fangcy's solution](#)

452.

2018A

[Cards Partition](#) · [Tutorial](#)

Quality: 12,617 global accepts · Rating: 1600 · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, brute force, greedy, implementation, math

[fangcy's solution](#)

453.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

454.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,256 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[fangcy's solution](#)

455.

1798D

[Shocking Arrangement](#) · [Tutorial](#)

Quality: 14,078 global accepts · Rating: 1600 · first AC: 2024-08-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

456.

1996E

[Decode](#) · [Tutorial](#)

Quality: 12,537 global accepts · Rating: 1600 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, implementation, math

[fangcy's solution](#)

457.

1994C

[Hungry Games](#) · [Tutorial](#)

Quality: 13,540 global accepts · Rating: 1600 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, two pointers

[fangcy's solution](#)

458.

1795D

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

Quality: 13,071 global accepts · Rating: 1600 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[fangcy's solution](#)

459.

1753B

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[fangcy's solution](#)

460.

1806C

[Sequence Master](#) · [Tutorial](#)

Quality: 8,651 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math

[fangcy's solution](#)

461.

1978D

[Elections](#) · [Tutorial](#)

Quality: 13,630 global accepts · Rating: 1600 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math

[fangcy's solution](#)

462.

1985G

[D-Function](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1600 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, number theory

[fangcy's solution](#)

463.

1976C

[Job Interview](#) · [Tutorial](#)

Quality: 12,420 global accepts · Rating: 1600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[fangcy's solution](#)

464.

1796C

[Maximum Set](#) · [Tutorial](#)

Quality: 12,174 global accepts · Rating: 1600 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[fangcy's solution](#)

465.

1968E

[Cells Arrangement](#) · [Tutorial](#)

Quality: 12,639 global accepts · Rating: 1600 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[fangcy's solution](#)

466.

1957C

[How Does the Rook Move?](#) · [Tutorial](#)

Quality: 11,938 global accepts · Rating: 1600 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[fangcy's solution](#)

467.

1797C

[Li Hua and Chess](#) · [Tutorial](#)

Quality: 8,930 global accepts · Rating: 1600 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive
[fangcy's solution](#)

468.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[fangcy's solution](#)

469.

1946C

[Tree Cutting](#) · [Tutorial](#)

Quality: 13,718 global accepts · Rating: 1600 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, trees
[fangcy's solution](#)

470.

1861C

[Queries for the Array](#) · [Tutorial](#)

Quality: 12,315 global accepts · Rating: 1600 · first AC: 2024-02-27 · last AC: 2024-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, implementation, strings, trees
[fangcy's solution](#)

471.

1938H

[Pho Restaurant](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1600 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

472.

1932E

[Final Countdown](#) · [Tutorial](#)

Quality: 10,203 global accepts · Rating: 1600 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math, number theory
[fangcy's solution](#)

473.

1928C

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

Quality: 10,357 global accepts · Rating: 1600 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[fangcy's solution](#)

474.

1920C

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

Quality: 19,920 global accepts · Rating: 1600 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, number theory
[fangcy's solution](#)

475.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,387 global accepts · Rating: 1600 · first AC: 2023-12-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[fangcy's solution](#)

476.

1904D1

[Set To Max \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,621 global accepts · Rating: 1600 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[fangcy's solution](#)

477.

1899F

[Alex's whims](#) · [Tutorial](#)

Quality: 9,522 global accepts · Rating: 1600 · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, trees

[fangcy's solution](#)

478.

1886C

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

Quality: 16,605 global accepts · Rating: 1600 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: implementation, strings

[fangcy's solution](#)

479.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, math

[fangcy's solution](#)

480.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,330 global accepts · Rating: 1600 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp

[fangcy's solution](#)

481.

1849C

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

Quality: 12,532 global accepts · Rating: 1600 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, hashing, strings

[fangcy's solution](#)

482.

2206J

[Worldwide Playlist](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 1700 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[fangcy's solution](#)

483.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[fangcy's solution](#)

484.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,097 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, sortings, two pointers

[fangcy's solution](#)

485.

2112D

[Reachability and Tree](#) · [Tutorial](#)

Quality: 9,440 global accepts · Rating: 1700 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[fangcy's solution](#)

486.

2118D1

[Red Light, Green Light \(Easy version\)](#) · [Tutorial](#)

Quality: 8,454 global accepts · Rating: 1700 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, implementation, number theory

[fangcy's solution](#)

487.

2086D

[Even String](#) · [Tutorial](#)

Quality: 8,366 global accepts · Rating: 1700 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, strings

[fangcy's solution](#)

488.

2052F

[Fix Flooded Floor](#) · [Tutorial](#)

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, graphs

[fangcy's solution](#)

489.

2039D

[Shohag Loves GCD](#) · [Tutorial](#)

Quality: 6,969 global accepts · Rating: 1700 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fangcy's solution](#)

490.

2031D

[Penchick and Desert Rabbit](#) · [Tutorial](#)

Quality: 9,677 global accepts · Rating: 1700 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, dsu, greedy, implementation, two pointers

[fangcy's solution](#)

491.

1202B

[You Are Given a Decimal String...](#) · [Tutorial](#)

Quality: 4,844 global accepts · Rating: 1700 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, shortest paths

[fangcy's solution](#)

492.

1783C

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

Quality: 10,883 global accepts · Rating: 1700 · first AC: 2024-09-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[fangcy's solution](#)

493.

1792D

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

Quality: 8,040 global accepts · Rating: 1700 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[fangcy's solution](#)

494.

2006A

[Iris and Game on the Tree](#) · [Tutorial](#)

Quality: 9,369 global accepts · Rating: 1700 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, trees

[fangcy's solution](#)

495.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[fangcy's solution](#)

496.

1983D

[Swap Dilemma](#) · [Tutorial](#)

Quality: 11,051 global accepts · Rating: 1700 · first AC: 2024-07-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, math, sortings

[fangcy's solution](#)

497.

1982D

[Beauty of the mountains](#) · [Tutorial](#)

Quality: 9,769 global accepts · Rating: 1700 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math, number theory

[fangcy's solution](#)

498.

1985H1

[Maximize the Largest Component \(Easy Version\)](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1700 · first AC: 2024-06-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, implementation

[fangcy's solution](#)

499.

1776F

[Train Splitting](#) · [Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[fangcy's solution](#)

500.

1810D

[Climbing the Tree](#) · [Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, math

[fangcy's solution](#)

501.

1975D

[Paint the Tree](#) · [Tutorial](#)

Quality: 7,498 global accepts · Rating: 1700 · first AC: 2024-05-25 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, greedy, shortest paths, trees

[fangcy's solution](#)

502.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[fangcy's solution](#)

503.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[fangcy's solution](#)

504.

1826D

[Running Miles](#) · [Tutorial](#)

Quality: 14,950 global accepts · Rating: 1700 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy

[fangcy's solution](#)

505.

1950F

[0, 1, 2, Tree!](#) · [Tutorial](#)

Quality: 11,278 global accepts · Rating: 1700 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, trees

[fangcy's solution](#)

506.

1896D

[Ones and Twos](#) · [Tutorial](#)

Quality: 7,007 global accepts · Rating: 1700 · first AC: 2024-04-03 · last AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, two pointers

[fangcy's solution](#)

507.

1948D

[Tandem Repeats?](#) · [Tutorial](#)

Quality: 12,308 global accepts · Rating: 1700 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings, two pointers

[fangcy's solution](#)

508.

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[fangcy's solution](#)

509.

1936A

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

Quality: 8,660 global accepts · Rating: 1700 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, interactive, math

[fangcy's solution](#)

510.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[fangcy's solution](#)

511.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,491 global accepts · Rating: 1700 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math

[fangcy's solution](#)

512.

1893B

[Neutral Tonality](#) · [Tutorial](#)

Quality: 11,461 global accepts · Rating: 1700 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings, two pointers

[fangcy's solution](#)

513.

1930C

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

Quality: 8,151 global accepts · Rating: 1700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[fangcy's solution](#)

514.

1931F

[Chat Screenshots](#) · [Tutorial](#)

Quality: 12,009 global accepts · Rating: 1700 · first AC: 2024-02-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar,

graphs

[fangcy's solution](#)

515.

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2024-01-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[fangcy's solution](#)

516.

1901D

[Yet Another Monster Fight](#) · [Tutorial](#)

Quality: 8,595 global accepts · Rating: 1700 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, implementation, math

[fangcy's solution](#)

517.

1898C

[Colorful Grid](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1700 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

518.

1822G1

[Magic Triples \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,477 global accepts · Rating: 1700 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[fangcy's solution](#)

519.

1814B

[Long Legs](#) · [Tutorial](#)

Quality: 11,565 global accepts · Rating: 1700 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math

[fangcy's solution](#)

520.

1836C

[k-th equality](#) · [Tutorial](#)

Rating: 1700 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation, math

[fangcy's solution](#)

521.

1864D

[Matrix Cascade](#) · [Tutorial](#)

Quality: 7,640 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[fangcy's solution](#)

522.

1849D

[Array Painting](#) · [Tutorial](#)

Quality: 10,318 global accepts · Rating: 1700 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[fangcy's solution](#)

523.

2211C2

[Equal Multisets \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1800 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dsu, greedy

[fangcy's solution](#)

524.

2206H

[Reflect Sort](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 1800 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: number theory

[fangcy's solution](#)

525.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,594 global accepts · Rating: 1800 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive

[fangcy's solution](#)

526.

2189C2

[XOR-convenience \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,209 global accepts · Rating: 1800 · first AC: 2026-02-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[fangcy's solution](#)

527.

2155D

[Batteries](#) · [Tutorial](#)

Quality: 5,865 global accepts · Rating: 1800 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, constructive algorithms, graph matchings, graphs, interactive, math

[fangcy's solution](#)

528.

2120D

[Matrix game](#) · [Tutorial](#)

Quality: 5,777 global accepts · Rating: 1800 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[fangcy's solution](#)

529.

1721D

[Maximum AND](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1800 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, divide and conquer, greedy, sortings

[fangcy's solution](#)

530.

2069D

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

Quality: 7,048 global accepts · Rating: 1800 · first AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, hashing, strings, two pointers

[fangcy's solution](#)

531.

2043D

[Problem about GCD](#) · [Tutorial](#)

Quality: 7,679 global accepts · Rating: 1800 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, flows, math, number theory

[fangcy's solution](#)

532.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[fangcy's solution](#)

533.

2039C2

[Shohag Loves XOR \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 1800 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, math, number theory

[fangcy's solution](#)

534.

2042C

[Competitive Fishing](#) · [Tutorial](#)

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[fangcy's solution](#)

535.

1720D1

[Xor-Subsequence \(easy version\)](#) · [Tutorial](#)

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[fangcy's solution](#)

536.

2025D

[Attribute Checks](#) · [Tutorial](#)

Quality: 7,879 global accepts · Rating: 1800 · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, implementation, math, two pointers

[fangcy's solution](#)

537.

2005C

[Lazy Narek](#) · [Tutorial](#)

Quality: 8,681 global accepts · Rating: 1800 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation, strings

[fangcy's solution](#)

538.

2006B

[Iris and the Tree](#) · [Tutorial](#)

Quality: 4,357 global accepts · Rating: 1800 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, math, trees

[fangcy's solution](#)

539.

1793D

[Moscow Gorillas](#) · [Tutorial](#)

Quality: 7,134 global accepts · Rating: 1800 · first AC: 2024-08-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy, implementation, math, two pointers

[fangcy's solution](#)

540.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[fangcy's solution](#)

541.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1800 · first AC: 2024-07-21 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[fangcy's solution](#)

542.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[fangcy's solution](#)

543.

1979D

[Fixing a Binary String](#) · [Tutorial](#)

Quality: 7,853 global accepts · Rating: 1800 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, hashing, strings

[fangcy's solution](#)

544.

1981C

[Turtle and an Incomplete Sequence](#) · [Tutorial](#)

Quality: 6,341 global accepts · Rating: 1800 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation, math

[fangcy's solution](#)

545.

1805D

[A Wide, Wide Graph](#) · [Tutorial](#)

Quality: 9,002 global accepts · Rating: 1800 · first AC: 2024-05-20 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[fangcy's solution](#)

546.

1809D

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

Quality: 7,279 global accepts · Rating: 1800 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[fangcy's solution](#)

547.

1968F

[Equal XOR Segments](#) · [Tutorial](#)

Quality: 6,928 global accepts · Rating: 1800 · first AC: 2024-05-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures

[fangcy's solution](#)

548.

1966D

[Missing Subsequence Sum](#) · [Tutorial](#)

Rating: 1800 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[fangcy's solution](#)

549.

1954D

[Colored Balls](#) · [Tutorial](#)

Quality: 8,080 global accepts · Rating: 1800 · first AC: 2024-04-14 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, sortings

[fangcy's solution](#)

550.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings

[fangcy's solution](#)

551.

1825D1

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

Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, trees

[fangcy's solution](#)

552.

1941F

[Rudolf and Imbalance](#) · [Tutorial](#)

Quality: 7,404 global accepts · Rating: 1800 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings, two pointers

[fangcy's solution](#)

553.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,201 global accepts · Rating: 1800 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp

[fangcy's solution](#)

554.

1935C

[Messenger in MAC](#) · [Tutorial](#)

Quality: 9,772 global accepts · Rating: 1800 · first AC: 2024-03-05 · last AC: 2024-03-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, dp, greedy, sortings

[fangcy's solution](#)

555.

1935D

[Exam in MAC](#) · [Tutorial](#)

Quality: 10,672 global accepts · Rating: 1800 · first AC: 2024-03-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, implementation, math

[fangcy's solution](#)

556.

1841C

[Ranom Numbers](#) · [Tutorial](#)

Quality: 9,060 global accepts · Rating: 1800 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math, strings

[fangcy's solution](#)

557.

1861D

[Sorting By Multiplication](#) · [Tutorial](#)

Quality: 7,954 global accepts · Rating: 1800 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[fangcy's solution](#)

558.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2024-02-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[fangcy's solution](#)

559.

1930D1

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

Quality: 4,854 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[fangcy's solution](#)

560.

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,276 global accepts · Rating: 1800 · first AC: 2024-02-12 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings

[fangcy's solution](#)

561.

1922E

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

Quality: 9,089 global accepts · Rating: 1800 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, math

[fangcy's solution](#)

562.

1904D2

[Set To Max \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, divide and conquer, greedy, implementation, sortings

[fangcy's solution](#)

563.

1845D

[Rating System](#) · [Tutorial](#)

Quality: 9,012 global accepts · Rating: 1800 · first AC: 2023-11-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, math, two pointers

[fangcy's solution](#)

564.

1867D

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

Quality: 6,874 global accepts · Rating: 1800 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[fangcy's solution](#)

565.

1833G

[Ksyusha and Chinchilla](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 1800 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, greedy, implementation, trees

[fangcy's solution](#)

566.

1853C

[Ntarsis' Set](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-09-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, implementation, math

[fangcy's solution](#)

567.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,996 global accepts · Rating: 1800 · first AC: 2023-08-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[fangcy's solution](#)

568.

1848C

[Vika and Price Tags](#) · [Tutorial](#)

Quality: 7,169 global accepts · Rating: 1800 · first AC: 2023-07-16 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[fangcy's solution](#)

569.

2211D

[AND-array](#) · [Tutorial](#)

Quality: 2,898 global accepts · Rating: 1900 · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, combinatorics, math

[fangcy's solution](#)

570.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,860 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[fangcy's solution](#)

571.

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities

[fangcy's solution](#)

572.

1773K

[King's Puzzle](#) · [Tutorial](#)

Quality: 1,678 global accepts · Rating: 1900 · first AC: 2025-07-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

573.

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,904 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, graphs, shortest paths

[fangcy's solution](#)

574.

1888E

[Time Travel](#) · [Tutorial](#)

Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graphs, implementation, shortest

paths

[fangcy's solution](#)

575.

1980F1

[Field Division \(easy version\)](#) · [Tutorial](#)

Quality: 4,392 global accepts · Rating: 1900 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, math, sortings

[fangcy's solution](#)

576.

2049D

[Shift + Esc](#) · [Tutorial](#)

Quality: 6,020 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp

[fangcy's solution](#)

577.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, expression parsing, strings

[fangcy's solution](#)

578.

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,237 global accepts · Rating: 1900 · first AC: 2024-12-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[fangcy's solution](#)

579.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,366 global accepts · Rating: 1900 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[fangcy's solution](#)

580.

2040D

[Non Prime Tree](#) · [Tutorial](#)

Quality: 5,847 global accepts · Rating: 1900 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, number theory, trees, two pointers

[fangcy's solution](#)

581.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,237 global accepts · Rating: 1900 · first AC: 2024-12-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers

[fangcy's solution](#)

582.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, implementation, math

[fangcy's solution](#)

583.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[fangcy's solution](#)

584.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[fangcy's solution](#)

585.

2001D

[Longest Max Min Subsequence](#) · [Tutorial](#)

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[fangcy's solution](#)

586.

1496D

[Let's Go Hiking](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-08-14 · C++20 (GCC 13-64) (first AC) · Tags: games

[fangcy's solution](#)

587.

2002D1

[DFS Checker \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1900 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, graphs, hashing, trees

[fangcy's solution](#)

588.

1998C

[Perform Operations to Maximize Score](#) · [Tutorial](#)

Quality: 7,092 global accepts · Rating: 1900 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, implementation

[fangcy's solution](#)

589.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[fangcy's solution](#)

590.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[fangcy's solution](#)

591.

1996F

[Bomb](#) · [Tutorial](#)

Quality: 6,322 global accepts · Rating: 1900 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math

[fangcy's solution](#)

592.

1994D

[Funny Game](#) · [Tutorial](#)

Quality: 7,393 global accepts · Rating: 1900 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, math, number theory, trees

[fangcy's solution](#)

593.

1794D

[Counting Factorizations](#) · [Tutorial](#)

Quality: 4,485 global accepts · Rating: 1900 · first AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, dp, math, number theory

[fangcy's solution](#)

594.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[fangcy's solution](#)

595.

1808C

[Unlucky Numbers](#) · [Tutorial](#)

Quality: 4,332 global accepts · Rating: 1900 · first AC: 2024-05-29 · last AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[fangcy's solution](#)

596.

1968G1

[Division + LCP \(easy version\)](#) · [Tutorial](#)

Quality: 5,298 global accepts · Rating: 1900 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, hashing, string suffix structures, strings

[fangcy's solution](#)

597.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,039 global accepts · Rating: 1900 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[fangcy's solution](#)

598.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math, sortings

[fangcy's solution](#)

599.

1957D

[A BIT of an Inequality](#) · [Tutorial](#)

Quality: 5,811 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, math

[fangcy's solution](#)

600.

1797D

[Li Hua and Tree](#) · [Tutorial](#)

Quality: 4,640 global accepts · Rating: 1900 · first AC: 2024-04-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation, trees

[fangcy's solution](#)

601.

1820D

[The Butcher](#) · [Tutorial](#)

Rating: 1900 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, sortings, two pointers

[fangcy's solution](#)

602.

1823D

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

Quality: 4,312 global accepts · Rating: 1900 · first AC: 2024-04-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, strings

[fangcy's solution](#)

603.

1946D

[Birthday Gift](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1900 · first AC: 2024-04-01 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, implementation

[fangcy's solution](#)

604.

1950G

[Shuffling Songs](#) · [Tutorial](#)

Quality: 6,076 global accepts · Rating: 1900 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs, hashing, implementation, strings

[fangcy's solution](#)

605.

1945F

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

Quality: 5,104 global accepts · Rating: 1900 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[fangcy's solution](#)

606.

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings

[fangcy's solution](#)

607.

1912D

[Divisibility Test](#) · [Tutorial](#)

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: math

[fangcy's solution](#)

608.

1847D

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

Quality: 4,264 global accepts · Rating: 1900 · first AC: 2024-03-07 · last AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, greedy, implementation, strings

[fangcy's solution](#)

609.

1821D

[Black Cells](#) · [Tutorial](#)

Quality: 5,537 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math

[fangcy's solution](#)

610.

1938C

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

Quality: 1,829 global accepts · Rating: 1900 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fangcy's solution](#)

611.

1895D

[XOR Construction](#) · [Tutorial](#)

Quality: 7,131 global accepts · Rating: 1900 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, math, string suffix structures, trees

[fangcy's solution](#)

612.

1921F

[Sum of Progression](#) · [Tutorial](#)

Quality: 5,011 global accepts · Rating: 1900 · first AC: 2024-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, implementation, math

[fangcy's solution](#)

613.

1932F

[Feed Cats](#) · [Tutorial](#)

Quality: 5,635 global accepts · Rating: 1900 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings

[fangcy's solution](#)

614.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees
[fangcy's solution](#)

615.

1925D

[Good Trip](#) · [Tutorial](#)

Quality: 4,776 global accepts · Rating: 1900 · first AC: 2024-02-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[fangcy's solution](#)

616.

1928D

[Lonely Mountain Dungeons](#) · [Tutorial](#)

Quality: 5,165 global accepts · Rating: 1900 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, math, ternary search
[fangcy's solution](#)

617.

1920D

[Array Repetition](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 1900 · first AC: 2024-02-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dsu, implementation, math
[fangcy's solution](#)

618.

1927F

[Microcycle](#) · [Tutorial](#)

Quality: 5,388 global accepts · Rating: 1900 · first AC: 2024-02-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, implementation, sortings, trees
[fangcy's solution](#)

619.

1918D

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

Quality: 6,194 global accepts · Rating: 1900 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation, two pointers
[fangcy's solution](#)

620.

1922D

[Berserk Monsters](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1900 · first AC: 2024-01-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dsu, implementation, math
[fangcy's solution](#)

621.

1909D

[Split Plus K](#) · [Tutorial](#)

Quality: 5,124 global accepts · Rating: 1900 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[fangcy's solution](#)

622.

1914F

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

Quality: 5,009 global accepts · Rating: 1900 · first AC: 2023-12-20 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graph matchings, greedy, trees
[fangcy's solution](#)

623.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation
[fangcy's solution](#)

624.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees
[fangcy's solution](#)

625.

1899G

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

Quality: 4,031 global accepts · Rating: 1900 · first AC: 2023-11-24 · last AC: 2023-11-29 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, shortest paths, sortings, trees, two pointers
[fangcy's solution](#)

626.

1898D

[Absolute Beauty](#) · [Tutorial](#)

Quality: 6,632 global accepts · Rating: 1900 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[fangcy's solution](#)

627.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math
[fangcy's solution](#)

628.

1888D2

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

Rating: 1900 · first AC: 2023-10-24 · last AC: 2023-10-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math
[fangcy's solution](#)

629.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1900 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: dp
[fangcy's solution](#)

630.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-27 · last AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees
[fangcy's solution](#)

631.

1834D

[Survey in Class](#) · [Tutorial](#)

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2023-09-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation, sortings
[fangcy's solution](#)

632.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2000 · first AC: 2026-02-18 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy, math, sortings
[fangcy's solution](#)

633.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive
[fangcy's solution](#)

634.

2194E

[The Turtle Strikes Back](#) · [Tutorial](#)

Quality: 2,614 global accepts · Rating: 2000 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, greedy,

implementation

[fangcy's solution](#)

635.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[fangcy's solution](#)

636.

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[fangcy's solution](#)

637.

1716C

[Robot in a Hallway](#) · [Tutorial](#)

Quality: 4,593 global accepts · Rating: 2000 · first AC: 2025-04-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, implementation, ternary search

[fangcy's solution](#)

638.

2075D

[Equalization](#) · [Tutorial](#)

Quality: 5,826 global accepts · Rating: 2000 · first AC: 2025-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math

[fangcy's solution](#)

639.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees

[fangcy's solution](#)

640.

1712D

[Empty Graph](#) · [Tutorial](#)

Quality: 5,104 global accepts · Rating: 2000 · first AC: 2025-01-03 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, shortest paths

[fangcy's solution](#)

641.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, sortings

[fangcy's solution](#)

642.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy

[fangcy's solution](#)

643.

1978E

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

Quality: 4,606 global accepts · Rating: 2000 · first AC: 2024-11-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[fangcy's solution](#)

644.

1622D

[Shuffle](#) · [Tutorial](#)

Quality: 4,646 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, two pointers
[fangcy's solution](#)

645.

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[fangcy's solution](#)

646.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math

[fangcy's solution](#)

647.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2024-10-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, implementation

[fangcy's solution](#)

648.

1783D

[Different Arrays](#) · [Tutorial](#)

Quality: 5,288 global accepts · Rating: 2000 · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, implementation

[fangcy's solution](#)

649.

1988D

[The Omnipotent Monster Killer](#) · [Tutorial](#)

Quality: 6,011 global accepts · Rating: 2000 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, trees

[fangcy's solution](#)

650.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,069 global accepts · Rating: 2000 · first AC: 2024-07-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[fangcy's solution](#)

651.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2024-06-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, probabilities

[fangcy's solution](#)

652.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[fangcy's solution](#)

653.

1976D

[Invertible Bracket Sequences](#) · [Tutorial](#)

Quality: 5,798 global accepts · Rating: 2000 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, divide and conquer, implementation, two pointers

[fangcy's solution](#)

654.

1796D

[Maximum Subarray](#) · [Tutorial](#)

Quality: 5,450 global accepts · Rating: 2000 · first AC: 2024-05-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, two

pointers

[fangcy's solution](#)

655.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[fangcy's solution](#)

656.

1857G

[Counting Graphs](#) · [Tutorial](#)

Quality: 5,488 global accepts · Rating: 2000 · first AC: 2023-08-07 · last AC: 2024-03-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dsu, graphs, greedy, sortings, trees

[fangcy's solution](#)

657.

1943B

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

Quality: 4,541 global accepts · Rating: 2000 · first AC: 2024-03-19 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings

[fangcy's solution](#)

658.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math

[fangcy's solution](#)

659.

1841D

[Pairs of Segments](#) · [Tutorial](#)

Quality: 5,284 global accepts · Rating: 2000 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings, two pointers

[fangcy's solution](#)

660.

1936B

[Pinball](#) · [Tutorial](#)

Quality: 3,564 global accepts · Rating: 2000 · first AC: 2024-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, math, two pointers

[fangcy's solution](#)

661.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,142 global accepts · Rating: 2000 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[fangcy's solution](#)

662.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[fangcy's solution](#)

663.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, two pointers

[fangcy's solution](#)

664.

1891F

[A Growing Tree](#) · [Tutorial](#)

Quality: 4,777 global accepts · Rating: 2000 · first AC: 2023-12-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[fangcy's solution](#)

665.

1900D

[Small GCD](#) · [Tutorial](#)

Quality: 5,355 global accepts · Rating: 2000 · first AC: 2023-11-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, math, number theory

[fangcy's solution](#)

666.

1867E1

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

Quality: 4,330 global accepts · Rating: 2000 · first AC: 2023-11-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, math

[fangcy's solution](#)

667.

1828D1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Rating: 2000 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy

[fangcy's solution](#)

668.

2170E

[Binary Strings and Blocks](#) · [Tutorial](#)

Quality: 2,318 global accepts · Rating: 2100 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, data structures, dp

[fangcy's solution](#)

669.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · last AC: 2025-11-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[fangcy's solution](#)

670.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[fangcy's solution](#)

671.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,826 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

672.

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 2100 · first AC: 2025-05-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[fangcy's solution](#)

673.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,145 global accepts · Rating: 2100 · first AC: 2023-12-20 · last AC: 2025-04-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, trees

[fangcy's solution](#)

674.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, graphs
[fangcy's solution](#)

675.

2031E

[Penchick and Chloe's Trees](#) · [Tutorial](#)

Quality: 2,691 global accepts · Rating: 2100 · first AC: 2024-11-15 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, greedy, implementation, math, sortings, trees
[fangcy's solution](#)

676.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2024-10-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, math
[fangcy's solution](#)

677.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2024-06-11 · last AC: 2024-09-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings
[fangcy's solution](#)

678.

2005E1

[Subtangle Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,323 global accepts · Rating: 2100 · first AC: 2024-09-18 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, implementation
[fangcy's solution](#)

679.

1767C

[Count Binary Strings](#) · [Tutorial](#)

Quality: 3,034 global accepts · Rating: 2100 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp
[fangcy's solution](#)

680.

2008H

[Sakurako's Test](#) · [Tutorial](#)

Quality: 3,602 global accepts · Rating: 2100 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math, number theory
[fangcy's solution](#)

681.

2003D2

[Turtle and a MEX Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,644 global accepts · Rating: 2100 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, implementation, math
[fangcy's solution](#)

682.

1176F

[Destroy it!](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation, sortings
[fangcy's solution](#)

683.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory
[fangcy's solution](#)

684.

1998D

[Determine Winning Islands in Race](#) · [Tutorial](#)

Quality: 4,095 global accepts · Rating: 2100 · first AC: 2024-08-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs, greedy, shortest paths

[fangcy's solution](#)

685.

1838D

[Bracket Walk](#) · [Tutorial](#)

Quality: 3,706 global accepts · Rating: 2100 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, strings

[fangcy's solution](#)

686.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2024-07-13 · last AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[fangcy's solution](#)

687.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[fangcy's solution](#)

688.

1886D

[Monocarp and the Set](#) · [Tutorial](#)

Quality: 4,185 global accepts · Rating: 2100 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math

[fangcy's solution](#)

689.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[fangcy's solution](#)

690.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[fangcy's solution](#)

691.

1748D

[ConstructOR](#) · [Tutorial](#)

Quality: 3,251 global accepts · Rating: 2100 · first AC: 2024-06-29 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, chinese remainder theorem, combinatorics, constructive algorithms, math, number theory

[fangcy's solution](#)

692.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2024-06-05 · last AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[fangcy's solution](#)

693.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, graphs

[fangcy's solution](#)

694.

1808D

[Petya, Petya, Petr, and Palindromes](#) · [Tutorial](#)

Quality: 2,708 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, two pointers

[fangcy's solution](#)

695.

1971H

[±1](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2100 · first AC: 2024-05-26 · last AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, dfs and similar, graphs

[fangcy's solution](#)

696.

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[fangcy's solution](#)

697.

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-05-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

[fangcy's solution](#)

698.

1896E

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

Quality: 2,744 global accepts · Rating: 2100 · first AC: 2024-04-03 · C++20 (GCC 13-64) (first AC) · Tags: data structures, sortings

[fangcy's solution](#)

699.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[fangcy's solution](#)

700.

1948E

[Clique Partition](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2100 · first AC: 2024-03-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[fangcy's solution](#)

701.

1884D

[Counting Rhyme](#) · [Tutorial](#)

Quality: 4,057 global accepts · Rating: 2100 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[fangcy's solution](#)

702.

1839D

[Ball Sorting](#) · [Tutorial](#)

Quality: 2,698 global accepts · Rating: 2100 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, sortings

[fangcy's solution](#)

703.

1910E

[Maximum Sum Subarrays](#) · [Tutorial](#)

Quality: 244 global accepts · Rating: 2100 · first AC: 2024-03-11 · Kotlin 1.7 (first AC) · Tags: *special, dp

[fangcy's solution](#)

704.

1912B

[Blueprint for Seating](#) · [Tutorial](#)

Quality: 1,438 global accepts · Rating: 2100 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, divide and conquer, math

[fangcy's solution](#)

705.

1821E

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

Quality: 2,706 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, sortings, strings

[fangcy's solution](#)

706.

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math

[fangcy's solution](#)

707.

1934D1

[XOR Break --- Solo Version](#) · [Tutorial](#)

Quality: 4,138 global accepts · Rating: 2100 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[fangcy's solution](#)

708.

1938J

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

Quality: 1,598 global accepts · Rating: 2100 · first AC: 2024-03-02 · last AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

709.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2024-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[fangcy's solution](#)

710.

1933F

[Turtle Mission: Robot and the Earthquake](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2100 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[fangcy's solution](#)

711.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[fangcy's solution](#)

712.

1920E

[Counting Binary Strings](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[fangcy's solution](#)

713.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[fangcy's solution](#)

714.

1919D

[01 Tree](#) · [Tutorial](#)

Quality: 4,570 global accepts · Rating: 2100 · first AC: 2024-01-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dsu, greedy, sortings, trees

[fangcy's solution](#)

715.

1900E

[Transitive Graph](#) · [Tutorial](#)

Quality: 2,636 global accepts · Rating: 2100 · first AC: 2023-12-21 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation

[fangcy's solution](#)

716.

1914G1

[Light Bulbs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,396 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, dsu, graphs, math, trees

[fangcy's solution](#)

717.

1877E

[Autosynthesis](#) · [Tutorial](#)

Rating: 2100 · first AC: 2023-10-21 · last AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, implementation

[fangcy's solution](#)

718.

1876C

[Autosynthesis](#) · [Tutorial](#)

Quality: 2,719 global accepts · Rating: 2100 · first AC: 2023-10-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, sortings

[fangcy's solution](#)

719.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[fangcy's solution](#)

720.

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2026-03-29 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp

[fangcy's solution](#)

721.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[fangcy's solution](#)

722.

2170D

[Almost Roman](#) · [Tutorial](#)

Quality: 1,682 global accepts · Rating: 2200 · first AC: 2025-11-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, implementation

[fangcy's solution](#)

723.

2112E

[Tree Colorings](#) · [Tutorial](#)

Quality: 3,379 global accepts · Rating: 2200 · first AC: 2025-06-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, math, number theory, trees

[fangcy's solution](#)

724.

2118D2

[Red Light, Green Light \(Hard version\)](#) · [Tutorial](#)

Quality: 2,497 global accepts · Rating: 2200 · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[fangcy's solution](#)

725.

855E

[Salazar Slytherin's Locket](#) · [Tutorial](#)

Quality: 2,137 global accepts · Rating: 2200 · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp

[fangcy's solution](#)

726.

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,281 global accepts · Rating: 2200 · first AC: 2025-05-03 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fangcy's solution](#)

727.

1721E

[Prefix Function Queries](#) · [Tutorial](#)

Quality: 2,550 global accepts · Rating: 2200 · first AC: 2025-04-02 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, hashing, string suffix structures, strings, trees

[fangcy's solution](#)

728.

2085E

[Serval and Modulo](#) · [Tutorial](#)

Quality: 3,152 global accepts · Rating: 2200 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory

[fangcy's solution](#)

729.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees

[fangcy's solution](#)

730.

2056D

[Unique Median](#) · [Tutorial](#)

Quality: 3,667 global accepts · Rating: 2200 · first AC: 2025-01-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, combinatorics, data structures, divide and conquer, dp

[fangcy's solution](#)

731.

2039E

[Shohag Loves Inversions](#) · [Tutorial](#)

Quality: 2,372 global accepts · Rating: 2200 · first AC: 2024-12-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math

[fangcy's solution](#)

732.

2034E

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

Quality: 2,019 global accepts · Rating: 2200 · first AC: 2024-12-09 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, hashing, math

[fangcy's solution](#)

733.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory

[fangcy's solution](#)

734.

1841E

[Fill the Matrix](#) · [Tutorial](#)

Quality: 2,428 global accepts · Rating: 2200 · first AC: 2024-08-27 · last AC: 2024-08-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[fangcy's solution](#)

735.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[fangcy's solution](#)

736.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[fangcy's solution](#)

737.

1848D

[Vika and Bonuses](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 2200 · first AC: 2024-08-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math, ternary search

[fangcy's solution](#)

738.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[fangcy's solution](#)

739.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2024-08-26 · last AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fangcy's solution](#)

740.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2024-08-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, sortings

[fangcy's solution](#)

741.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[fangcy's solution](#)

742.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, graphs, greedy, math,

number theory

[fangcy's solution](#)

743.

1253E

[Antenna Coverage](#) · [Tutorial](#)

Quality: 3,064 global accepts · Rating: 2200 · first AC: 2024-08-24 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, sortings

[fangcy's solution](#)

744.

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2024-08-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[fangcy's solution](#)

745.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[fangcy's solution](#)

746.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2200 · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, greedy

[fangcy's solution](#)

747.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[fangcy's solution](#)

748.

1996G

[Penacony](#) · [Tutorial](#)

Quality: 2,278 global accepts · Rating: 2200 · first AC: 2024-07-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, graphs, greedy, hashing

[fangcy's solution](#)

749.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

750.

1788E

[Sum Over Zero](#) · [Tutorial](#)

Quality: 3,291 global accepts · Rating: 2200 · first AC: 2024-07-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp

[fangcy's solution](#)

751.

1858D

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

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, two pointers

[fangcy's solution](#)

752.

1789D

[Serval and Shift-Shift-Shift](#) · [Tutorial](#)

Quality: 1,931 global accepts · Rating: 2200 · first AC: 2024-07-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive

algorithms, implementation

[fangcy's solution](#)

753.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[fangcy's solution](#)

754.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[fangcy's solution](#)

755.

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2024-06-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[fangcy's solution](#)

756.

1921G

[Mischievous Shooter](#) · [Tutorial](#)

Quality: 1,473 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation

[fangcy's solution](#)

757.

1985H2

[Maximize the Largest Component \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2200 · first AC: 2024-06-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, implementation

[fangcy's solution](#)

758.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2024-06-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, geometry

[fangcy's solution](#)

759.

1898E

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

Quality: 2,719 global accepts · Rating: 2200 · first AC: 2024-06-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings, strings, two pointers

[fangcy's solution](#)

760.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-06-09 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, graphs

[fangcy's solution](#)

761.

1926F

[Vlad and Avoiding X](#) · [Tutorial](#)

Quality: 2,093 global accepts · Rating: 2200 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, implementation

[fangcy's solution](#)

762.

1967B2

[Reverse Card \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory
[fangcy's solution](#)

763.

1968G2

[Division + LCP \(hard version\)](#) · [Tutorial](#)

Quality: 2,509 global accepts · Rating: 2200 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, math, string suffix structures, strings

[fangcy's solution](#)

764.

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,972 global accepts · Rating: 2200 · first AC: 2024-04-25 · last AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory

[fangcy's solution](#)

765.

1946E

[Girl Permutation](#) · [Tutorial](#)

Quality: 3,174 global accepts · Rating: 2200 · first AC: 2024-04-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, number theory

[fangcy's solution](#)

766.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp

[fangcy's solution](#)

767.

1860D

[Balanced String](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2200 · first AC: 2024-03-11 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fangcy's solution](#)

768.

1832E

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

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp

[fangcy's solution](#)

769.

1837E

[Playoff Fixing](#) · [Tutorial](#)

Quality: 2,520 global accepts · Rating: 2200 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, trees

[fangcy's solution](#)

770.

1938E

[Duplicates](#) · [Tutorial](#)

Quality: 1,275 global accepts · Rating: 2200 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fangcy's solution](#)

771.

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers

[fangcy's solution](#)

772.

1918E

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

Quality: 2,062 global accepts · Rating: 2200 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer, implementation, interactive, probabilities, sortings

[fangcy's solution](#)

773.

1907G

[Lights](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2200 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation

[fangcy's solution](#)

774.

1901E

[Compressed Tree](#) · [Tutorial](#)

Quality: 1,978 global accepts · Rating: 2200 · first AC: 2023-11-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings, trees

[fangcy's solution](#)

775.

1822G2

[Magic Triples \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,043 global accepts · Rating: 2200 · first AC: 2023-10-30 · last AC: 2023-10-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, math, number theory

[fangcy's solution](#)

776.

2194F1

[Again Trees... \(Easy Version\)](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2300 · first AC: 2026-02-09 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, dfs and similar, dp, trees

[fangcy's solution](#)

777.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[fangcy's solution](#)

778.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,563 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp

[fangcy's solution](#)

779.

2069E

[A, B, AB and BA](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2025-03-16 · last AC: 2025-03-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[fangcy's solution](#)

780.

2043E

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

Quality: 1,828 global accepts · Rating: 2300 · first AC: 2024-12-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, graphs, greedy, implementation

[fangcy's solution](#)

781.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2024-12-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, math, number theory

[fangcy's solution](#)

782.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2024-12-11 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, shortest paths
[fangcy's solution](#)

783.

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[fangcy's solution](#)

784.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[fangcy's solution](#)

785.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[fangcy's solution](#)

786.

1245E

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

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2024-09-04 · last AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, probabilities, shortest paths

[fangcy's solution](#)

787.

1738E

[Balance Addicts](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2300 · first AC: 2024-09-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[fangcy's solution](#)

788.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[fangcy's solution](#)

789.

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2024-08-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[fangcy's solution](#)

790.

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices, probabilities

[fangcy's solution](#)

791.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings

[fangcy's solution](#)

792.

1834E

[MEX of LCM](#) · [Tutorial](#)

Quality: 2,773 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, implementation, math, number theory

[fangcy's solution](#)

793.

1983E

[I Love Balls](#) · [Tutorial](#)

Quality: 2,474 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[fangcy's solution](#)

794.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp

[fangcy's solution](#)

795.

2002D2

[DFS Checker \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,866 global accepts · Rating: 2300 · first AC: 2024-08-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, hashing, trees

[fangcy's solution](#)

796.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,405 global accepts · Rating: 2300 · first AC: 2024-03-25 · last AC: 2024-07-30 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, trees

[fangcy's solution](#)

797.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs

[fangcy's solution](#)

798.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, strings

[fangcy's solution](#)

799.

1988E

[Range Minimum Sum](#) · [Tutorial](#)

Quality: 1,791 global accepts · Rating: 2300 · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[fangcy's solution](#)

800.

1849E

[Max to the Right of Min](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2300 · first AC: 2024-07-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, two pointers

[fangcy's solution](#)

801.

1878G

[wxhtzdy ORO Tree](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 2300 · first AC: 2024-07-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dfs and similar, implementation, trees

[fangcy's solution](#)

802.

1980G

[Yasya and the Mysterious Tree](#) · [Tutorial](#)

Quality: 1,701 global accepts · Rating: 2300 · first AC: 2024-07-12 · last AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, greedy, strings, trees

[fangcy's solution](#)

803.

1955H

[The Most Reckless Defense](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2300 · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, flows, graph matchings, shortest paths

[fangcy's solution](#)

804.

1989E

[Distance to Different](#) · [Tutorial](#)

Quality: 2,494 global accepts · Rating: 2300 · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[fangcy's solution](#)

805.

1982E

[Number of k-good subarrays](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2300 · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, divide and conquer, dp, math, meet-in-the-middle

[fangcy's solution](#)

806.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-06-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, games

[fangcy's solution](#)

807.

808G

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

Quality: 3,769 global accepts · Rating: 2300 · first AC: 2024-02-12 · last AC: 2024-06-04 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

[fangcy's solution](#)

808.

1967C

[Fenwick Tree](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2300 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, math, trees

[fangcy's solution](#)

809.

1977D

[XORificator](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2300 · first AC: 2024-05-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, hashing

[fangcy's solution](#)

810.

1966E

[Folding Strip](#) · [Tutorial](#)

Rating: 2300 · first AC: 2024-04-28 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[fangcy's solution](#)

811.

1943C

[Tree Compass](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2300 · first AC: 2024-04-24 · last AC: 2024-04-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[fangcy's solution](#)

812.

1870E

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

Quality: 2,962 global accepts · Rating: 2300 · first AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[fangcy's solution](#)

813.

1825D2

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

Rating: 2300 · first AC: 2024-04-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, math, trees

[fangcy's solution](#)

814.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: dp

[fangcy's solution](#)

815.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,543 global accepts · Rating: 2300 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[fangcy's solution](#)

816.

1798E

[Multitest Generator](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp

[fangcy's solution](#)

817.

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2024-03-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[fangcy's solution](#)

818.

1938G

[Personality Test](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2300 · first AC: 2024-03-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

819.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[fangcy's solution](#)

820.

1874C

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

Quality: 2,195 global accepts · Rating: 2300 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[fangcy's solution](#)

821.

1861E

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

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2024-02-27 · last AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[fangcy's solution](#)

822.

1895E

[Infinite Card Game](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2300 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, dsu, games, graphs, greedy, sortings, two pointers

[fangcy's solution](#)

823.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[fangcy's solution](#)

824.

1919F1

[Wine Factory \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[fangcy's solution](#)

825.

1927G

[Paint Charges](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2300 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[fangcy's solution](#)

826.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

Quality: 2,267 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, math, trees

[fangcy's solution](#)

827.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[fangcy's solution](#)

828.

1932G

[Moving Platforms](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 2300 · first AC: 2024-02-20 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, number theory, shortest paths

[fangcy's solution](#)

829.

1928E

[Modular Sequence](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2300 · first AC: 2024-02-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, greedy, math, number theory

[fangcy's solution](#)

830.

1916E

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

Quality: 2,638 global accepts · Rating: 2300 · first AC: 2024-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[fangcy's solution](#)

831.

1914G2

[Light Bulbs \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,819 global accepts · Rating: 2300 · first AC: 2023-12-20 · last AC: 2023-12-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, graphs, hashing

[fangcy's solution](#)

832.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,021 global accepts · Rating: 2300 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths

[fangcy's solution](#)

833.

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[fangcy's solution](#)

834.

2211F

[Learning Binary Search](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 2400 · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, divide and conquer, dp, math

[fangcy's solution](#)

835.

2206F

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

Quality: 423 global accepts · Rating: 2400 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[fangcy's solution](#)

836.

2169E

[Points Selection](#) · [Tutorial](#)

Quality: 1,043 global accepts · Rating: 2400 · first AC: 2025-11-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[fangcy's solution](#)

837.

2153E

[Zero Trailing Factorial](#) · [Tutorial](#)

Quality: 986 global accepts · Rating: 2400 · first AC: 2025-10-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory

[fangcy's solution](#)

838.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[fangcy's solution](#)

839.

2086E

[Zebra-like Numbers](#) · [Tutorial](#)

Quality: 1,664 global accepts · Rating: 2400 · first AC: 2025-04-03 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy, math

[fangcy's solution](#)

840.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2025-03-30 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[fangcy's solution](#)

841.

1839E

[Decreasing Game](#) · [Tutorial](#)

Quality: 1,541 global accepts · Rating: 2400 · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and

similar, dp, greedy, interactive

[fangcy's solution](#)

842.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2025-03-29 · last AC: 2025-03-29 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[fangcy's solution](#)

843.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2025-03-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[fangcy's solution](#)

844.

1809E

[Two Tanks](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 2400 · first AC: 2025-03-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, implementation, math

[fangcy's solution](#)

845.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2025-03-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[fangcy's solution](#)

846.

1795F

[Blocking Chips](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-24 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees

[fangcy's solution](#)

847.

1848F

[Vika and Wiki](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2400 · first AC: 2025-03-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, divide and conquer, dp, math

[fangcy's solution](#)

848.

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math

[fangcy's solution](#)

849.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2025-03-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[fangcy's solution](#)

850.

1886E

[I Wanna be the Team Leader](#) · [Tutorial](#)

Quality: 1,853 global accepts · Rating: 2400 · first AC: 2025-03-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math, sortings, two pointers

[fangcy's solution](#)

851.

2064E

[Mycraft Sand Sort](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2400 · first AC: 2025-03-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dsu, greedy, math, sortings

[fangcy's solution](#)

852.

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2025-01-23 · last AC: 2025-01-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[fangcy's solution](#)

853.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers

[fangcy's solution](#)

854.

2005D

[Alter the GCD](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2025-01-21 · last AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation, number theory

[fangcy's solution](#)

855.

1980F2

[Field Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: math, sortings

[fangcy's solution](#)

856.

1984E

[Shuffle](#) · [Tutorial](#)

Quality: 1,814 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, trees

[fangcy's solution](#)

857.

2023C

[C+K+S](#) · [Tutorial](#)

Quality: 1,376 global accepts · Rating: 2400 · first AC: 2025-01-21 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, hashing, implementation, strings

[fangcy's solution](#)

858.

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers

[fangcy's solution](#)

859.

2032E

[Balanced](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2400 · first AC: 2025-01-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math

[fangcy's solution](#)

860.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2025-01-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[fangcy's solution](#)

861.

2049E

[Broken Queries](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, implementation, interactive

[fangcy's solution](#)

862.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[fangcy's solution](#)

863.

1720D2

[Xor-Subsequence \(hard version\)](#) · [Tutorial](#)

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2024-11-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[fangcy's solution](#)

864.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[fangcy's solution](#)

865.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[fangcy's solution](#)

866.

1792E

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

Quality: 1,597 global accepts · Rating: 2400 · first AC: 2024-09-10 · last AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[fangcy's solution](#)

867.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[fangcy's solution](#)

868.

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2024-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[fangcy's solution](#)

869.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2024-07-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

870.

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2024-07-05 · last AC: 2024-07-05 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[fangcy's solution](#)

871.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[fangcy's solution](#)

872.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2024-06-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[fangcy's solution](#)

873.

1924C

[Fractal Origami](#) · [Tutorial](#)

Quality: 1,377 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: geometry, math, matrices

[fangcy's solution](#)

874.

1979E

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

Quality: 1,809 global accepts · Rating: 2400 · first AC: 2024-06-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, data structures, geometry, implementation, two pointers

[fangcy's solution](#)

875.

1981D

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

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-06-03 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory

[fangcy's solution](#)

876.

1969E

[Unique Array](#) · [Tutorial](#)

Quality: 1,855 global accepts · Rating: 2400 · first AC: 2024-05-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy

[fangcy's solution](#)

877.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, interactive, math

[fangcy's solution](#)

878.

1913E

[Matrix Problem](#) · [Tutorial](#)

Quality: 1,335 global accepts · Rating: 2400 · first AC: 2024-04-26 · C++20 (GCC 13-64) (first AC) · Tags: flows, graphs

[fangcy's solution](#)

879.

1936C

[Pokémon Arena](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, graphs, greedy, implementation, shortest paths, sortings

[fangcy's solution](#)

880.

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures,

greedy, math

[fangcy's solution](#)

881.

1957E

[Carousel of Combinations](#) · [Tutorial](#)

Quality: 1,624 global accepts · Rating: 2400 · first AC: 2024-04-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, number theory

[fangcy's solution](#)

882.

1826E

[Walk the Runway](#) · [Tutorial](#)

Quality: 1,958 global accepts · Rating: 2400 · first AC: 2024-04-05 · last AC: 2024-04-05 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, graphs, implementation, sortings

[fangcy's solution](#)

883.

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math

[fangcy's solution](#)

884.

1832D2

[Red-Blue Operations \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,345 global accepts · Rating: 2400 · first AC: 2024-03-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[fangcy's solution](#)

885.

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[fangcy's solution](#)

886.

1934D2

[XOR Break --- Game Version](#) · [Tutorial](#)

Quality: 1,763 global accepts · Rating: 2400 · first AC: 2024-03-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, greedy, interactive

[fangcy's solution](#)

887.

1938F

[Forming Groups](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2024-03-02 · C++20 (GCC 11-64) (first AC) · Tags: —

[fangcy's solution](#)

888.

1879E

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

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2024-02-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[fangcy's solution](#)

889.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[fangcy's solution](#)

890.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,468 global accepts · Rating: 2400 · first AC: 2024-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[fangcy's solution](#)

891.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2024-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[fangcy's solution](#)

892.

1860E

[Fast Travel Text Editor](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2023-12-28 · last AC: 2023-12-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths

[fangcy's solution](#)

893.

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2023-12-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory

[fangcy's solution](#)

894.

1828D2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[fangcy's solution](#)

895.

2211E

[Minimum Path Cover](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2500 · first AC: 2026-05-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, interactive, math, number theory, trees

[fangcy's solution](#)

896.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[fangcy's solution](#)

897.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2500 · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[fangcy's solution](#)

898.

2196D

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

Quality: 995 global accepts · Rating: 2500 · first AC: 2026-02-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, expression parsing, flows, greedy, strings

[fangcy's solution](#)

899.

1773I

[Interactive Factorial Guessing](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2500 · first AC: 2025-07-16 · last AC: 2025-07-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, implementation, interactive

[fangcy's solution](#)

900.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[fangcy's solution](#)

901.

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[fangcy's solution](#)

902.

681E

[Runaway to a Shadow](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2500 · first AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: geometry, sortings

[fangcy's solution](#)

903.

1984F

[Reconstruction](#) · [Tutorial](#)

Quality: 1,141 global accepts · Rating: 2500 · first AC: 2025-06-09 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math

[fangcy's solution](#)

904.

2035F

[Tree Operations](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2500 · first AC: 2025-06-09 · last AC: 2025-06-09 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, dp, trees

[fangcy's solution](#)

905.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2025-06-08 · last AC: 2025-06-08 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math

[fangcy's solution](#)

906.

2021D

[Boss, Thirsty](#) · [Tutorial](#)

Quality: 957 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[fangcy's solution](#)

907.

1994F

[Stardew Valley](#) · [Tutorial](#)

Quality: 1,530 global accepts · Rating: 2500 · first AC: 2025-05-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[fangcy's solution](#)

908.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[fangcy's solution](#)

909.

2075E

[XOR Matrix](#) · [Tutorial](#)

Quality: 1,185 global accepts · Rating: 2500 · first AC: 2025-05-07 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, implementation, math

[fangcy's solution](#)

910.

1973E

[Cat, Fox and Swaps](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2500 · first AC: 2025-04-10 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, sortings
[fangcy's solution](#)

911.

2056E

[Nested Segments](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2025-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math
[fangcy's solution](#)

912.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2024-12-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths
[fangcy's solution](#)

913.

2026E

[Best Subsequence](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2500 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, flows, graph matchings, graphs
[fangcy's solution](#)

914.

1983F

[array-value](#) · [Tutorial](#)

Quality: 1,524 global accepts · Rating: 2500 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, two pointers
[fangcy's solution](#)

915.

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2024-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees
[fangcy's solution](#)

916.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2024-08-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers
[fangcy's solution](#)

917.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2024-07-24 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[fangcy's solution](#)

918.

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2024-05-30 · last AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees
[fangcy's solution](#)

919.

1976E

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

Quality: 1,304 global accepts · Rating: 2500 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs

and similar, greedy, math, trees

[fangcy's solution](#)

920.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[fangcy's solution](#)

921.

1823E

[Removing Graph](#) · [Tutorial](#)

Quality: 1,447 global accepts · Rating: 2500 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, games, graphs, math

[fangcy's solution](#)

922.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2024-03-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[fangcy's solution](#)

923.

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, probabilities

[fangcy's solution](#)

924.

1847F

[The Boss's Identity](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2500 · first AC: 2024-03-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dfs and similar, greedy, math, sortings

[fangcy's solution](#)

925.

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2024-02-26 · last AC: 2024-02-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[fangcy's solution](#)

926.

1917E

[Construct Matrix](#) · [Tutorial](#)

Quality: 1,629 global accepts · Rating: 2500 · first AC: 2024-02-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[fangcy's solution](#)

927.

1918F

[Caterpillar on a Tree](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2500 · first AC: 2024-02-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation, sortings, trees

[fangcy's solution](#)

928.

1903F

[Babysitting](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2500 · first AC: 2023-12-27 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search, data structures, graphs, trees

[fangcy's solution](#)

929.

1904E

[Tree Queries](#) · [Tutorial](#)

Quality: 1,281 global accepts · Rating: 2500 · first AC: 2023-12-15 · last AC: 2023-12-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, graphs, implementation, trees

[fangcy's solution](#)

930.

1836D

[Lottery](#) · [Tutorial](#)

Quality: 2500 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, two pointers

[fangcy's solution](#)

931.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2600 · first AC: 2026-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[fangcy's solution](#)

932.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2025-12-03 · last AC: 2025-12-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy

[fangcy's solution](#)

933.

2122E

[Greedy Grid Counting](#) · [Tutorial](#)

Quality: 1,079 global accepts · Rating: 2600 · first AC: 2025-07-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, greedy, math

[fangcy's solution](#)

934.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2024-08-25 · C++20 (GCC 13-64) (first AC) · Tags: data structures, number theory

[fangcy's solution](#)

935.

1981E

[Turtle and Intersected Segments](#) · [Tutorial](#)

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2024-06-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dsu, graphs, greedy

[fangcy's solution](#)

936.

2169F

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

Quality: 335 global accepts · Rating: 2700 · first AC: 2025-11-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math

[fangcy's solution](#)

937.

2155F

[Juan's Colorful Tree](#) · [Tutorial](#)

Quality: 637 global accepts · Rating: 2800 · first AC: 2025-10-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, meet-in-the-middle, trees

[fangcy's solution](#)

938.

1943D2

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

Quality: 1,126 global accepts · Rating: 2800 · first AC: 2024-03-28 · last AC: 2024-03-28 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[fangcy's solution](#)

939.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-04-07 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[fangcy's solution](#)

940.

103117E

[Don't Really Like How The Story Ends](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

941.

103117D

[Rock Paper Scissors](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

942.

103117F

[Direction Setting](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

943.

103117K

[K-skip Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

944.

103117C

[Ants](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

945.

105930C

[Bracket Integer](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-02 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

946.

105930E

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

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

947.

105930I

[Square Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

948.

105930H

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

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

949.

105930G

[Assembly Line](#) · [Tutorial](#)

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

950.

105930A

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

Rating: — · first AC: 2026-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

962.

103202M

[United in Stormwind](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · last AC: 2025-11-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

963.

101981K

[Kangaroo Puzzle](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-08 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

964.

104821A

[Cool, It's Yesterday Four Times More](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

965.

104821M

[Trapping Rain Water](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

966.

106144K

[Strange Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · last AC: 2025-11-05 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

967.

106144H

[Rigged Matchmaking](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

968.

106144B

[Convex Interval](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

969.

106144C

[Monocarp, Polycarp and Brackets](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

970.

106144G

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

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

971.

106144E

[Limousine Rally](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

972.

106144J

[Shift the Number](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · Python 3 (first AC) · Tags: —

[fangcy's solution](#)

973.

106144A

[Delete the Array](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

974.

106144F

[Jenga](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

975.

106144M

[Tactical Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-11-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

976.

104891H

[Random Tree Parking](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-27 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

977.

105386F

[Collect the Coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-15 · last AC: 2025-10-15 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

978.

105386H

[Subarray](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

979.

105385E

[Sensors](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-14 · last AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

980.

105385H

[Stop the Castle](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

981.

105385M

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

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

982.

105385D

[Hero of the Kingdom](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

983.

105385J

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

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

984.

105385C

[Colorful Segments 2](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

985.

105385K

[Matrix](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

986.

105385F

[Divide the Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

987.

105385I

[Left Shifting](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

988.

105385A

[Printer](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-10 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

989.

104128E

[Color the Tree](#) · [Tutorial](#)

Rating: — · first AC: 2025-10-06 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

990.

105632C

[Middle Point](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

991.

105632F

[Infinite Loop](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

992.

105632M

[Rejection Sampling](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · last AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

993.

105632B

[Rolling Stones](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

994.

105632L

[Z-order Curve](#) · [Tutorial](#)

Rating: — · first AC: 2025-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

995.

105887J

[RGB Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

996.

105887B

[RTutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

997.

105887H

[PCutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

998.

105887C

[S:WAP](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

999.

105887A

[~vifot/gpt -Üv,,](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1000.

105887L

[h Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1001.

105887F

[b Tutorial](#)

Rating: — · first AC: 2025-07-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1002.

105851I

[g \ LGM Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1003.

105851E

[^ nWAP](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1004.

105851H

[LinkNtw@5-dlÖ](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1005.

105851G

[..Spktole^{3/4}~](#)

Rating: — · first AC: 2025-06-26 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1006.

105851A

[R - 01121](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1007.

105851C

[x Tutorial](#)

Rating: — · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1008.

105949A

[Minimum Product](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1009.

105949J

[Sichuan Provincial Contest](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1010.

105949F

[Inversion Pairs](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1011.

105949I

[Essentially Different Suffixes](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1012.

105949H

[Hututu](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1013.

105924B

[Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1014.

105924L

[oj Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1015.

105924H

[sVy - Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1016.

105924A

[GD - Egge MO \[žšOE\]](#)

Rating: — · first AC: 2025-06-17 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1017.

105924I

[sVý--TutBIV](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1018.

105924K

[C++18b](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1019.

105924F

[AflwqSi-!la](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1020.

105924G

[R Tutorial](#)

Rating: — · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1021.

105911G

[Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · last AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1022.

105911E

[God's String on This Wonderful World](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · last AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1023.

105911F

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

Rating: — · first AC: 2025-06-13 · last AC: 2025-06-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1024.

105911C

[Osiris](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1025.

105911I

[Dating Day](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1026.

105911M

[Divide coins](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1027.

105911D

[Virtuous Pope](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1028.

105911K

[Rotation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1029.**

105911A

[Nezha Naohai](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)**1030.**

105941K

[Ring Trick II](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-12 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1031.**

105941B

[Ring Trick I](#)

Rating: — · first AC: 2025-06-10 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1032.**

105941C

[Toxel N T's Sine Vp't](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1033.**

105941F

[TubNKi](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)**1034.**

105941G

[Vut Na Y'rizE-Æ](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1035.**

105941E

[Sitona](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1036.**

105941H

[h T'Qyep](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)**1037.**

105941M

[JY@jazz\[f-b](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1038.**

105941J

[Ring Trick](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1039.

105941D

[2025](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-10 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

1040.

105945H

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

Rating: — · first AC: 2025-06-06 · last AC: 2025-06-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1041.

105945C

[Cutting Cards](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1042.

105945A

[Matrix Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1043.

105945I

[Team Naming](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · last AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1044.

105945K

[Typewriter](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

1045.

105945G

[Monetary System](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1046.

105945J

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

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

1047.

105945F

[Ranking Prediction](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1048.

105945D

[Spell Generation](#) · [Tutorial](#)

Rating: — · first AC: 2025-06-06 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[fangcy's solution](#)

1049.

105789K

[Keep Fighting](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1050.

105789G

[Game of Pieces](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-06 · last AC: 2025-05-06 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1051.**

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1052.**

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · last AC: 2025-05-04 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1053.**

105789D

[Dangerous City](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1054.**

105789A

[Ananna](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · last AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1055.**

105789C

[Coatless in Yakutsk](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1056.**

105789L

[LED Counter](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1057.**

104768B

[The Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1058.**

104768I

[Barkley II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-23 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1059.**

104459E

[BaoBao Loves Reading](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)**1060.**

104459L

[Flipping Game](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1061.

104459K

[Happy Equation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1062.

104459C

[Tokens on the Segments](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1063.

104459B

[Median](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1064.

104459H

[Wandering Robot](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1065.

104459F

[Game on a Graph](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1066.

104459D

[Stones in the Bucket](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1067.

104459A

[Sekiro](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1068.

104459M

[Calandar](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1069.

103729C

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

Rating: — · first AC: 2025-04-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1070.

103729E

[Multigate](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-14 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1071.

103729J

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

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1072.

103729F

[Angel](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1073.

103729A

[Nucleic Acid Test](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1074.

103729L

[Chtholly and the Broken Chronograph](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1075.

103729B

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

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1076.

103729K

[PTT](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-11 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1077.

105657F

[Fuzzy Ranking](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1078.

105657H

[Heavy-light Decomposition](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-09 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1079.

105657E

[Elevator II](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1080.

105657M

[Make It Divisible](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1081.

105657K

[Kind of Bingo](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1082.

105657A

[AUS](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-04 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1083.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, games, interactive
[fangcy's solution](#)

1084.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,818 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, string suffix structures
[fangcy's solution](#)

1085.

104417B

[Building Company](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · last AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1086.

104417K

[Difficult Constructive Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1087.

104417M

[Computational Geometry](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1088.

104417J

[Not Another Path Query Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1089.

104417E

[Math Problem](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1090.

104417L

[Puzzle: Sashigane](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1091.

104417D

[Fast and Fat](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1092.

104417G

[Matching](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1093.

104417I

[Three Dice](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1094.

104417A

[Orders](#) · [Tutorial](#)

Rating: — · first AC: 2025-03-30 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1095.

104869M

[Outro: True Love Waits](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1096.

104869C

[Swiss Stage](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1097.

104869J

[Graft and Transplant](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1098.

104869E

[Sheep Eat Wolves](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1099.

104869K

[Maximum Rating](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-21 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1100.

105459A

[Build a Computer](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1101.

105459J

[New Energy Vehicle](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1102.

105459B

[Concave Hull](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1103.

105459K

[Farm Management](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1104.

105459C

[Giving Directions in Harbin](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1105.

105459G

[Welcome to Join the Online Meeting!](#) · [Tutorial](#)Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1106.**

105459M

[Weird Ceiling](#) · [Tutorial](#)Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1107.**

103427L

[Perfect Matchings](#) · [Tutorial](#)Rating: — · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1108.**

103427H

[Line Graph Matching](#) · [Tutorial](#)Rating: — · first AC: 2024-11-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1109.**

105481K

[Silly Fall](#)Rating: — · first AC: 2024-11-18 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1110.**

105481M

[vovoo](#)Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1111.**

105481G

[Tupéa](#)Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1112.**

105481D

[yusasi](#)Rating: — · first AC: 2024-11-17 · last AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1113.**

105481E

[Oätofe™](#)Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1114.**

105481C

[c0ctN2ET](#)Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)**1115.**

105481L

[YTMKd N`](#)Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1116.

105481J

[~Oupin](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1117.

105481B

[kôronig/](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1118.

105481A

[r1NtDwQx](#)

Rating: — · first AC: 2024-11-17 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1119.

105486K

[Magical Set](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1120.

105486J

[Grand Prix of Ballance](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1121.

105486I

[Good Partitions](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1122.

105486B

[Athlete Welcome Ceremony](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1123.

105486A

[Arrow a Row](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1124.

105486G

[Expanding Array](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1125.

105486L

[Recover Statistics](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-14 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1126.

105484G

[Binary Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1127.

105484K

[Strips](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1128.

105484B

[Birthday Gift](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1129.

105484J

[Social Media](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1130.

105484E

[Left Shifting 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1131.

105173L

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

Rating: — · first AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1132.

105173E

[Checksum](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1133.

105173A

[Paper Watering](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1134.

105173D

[nIM gAME](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1135.

105173J

[Breakfast](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-14 · last AC: 2024-10-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1136.

103447G

[Damaged Bicycle](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1137.

103447C

[Colorful Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1138.

103447D

[Math master](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1139.

103447I

[Power and Zero](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1140.

103447E

[Power and Modulo](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1141.

103447J

[Local Minimum](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1142.

103447B

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

Rating: — · first AC: 2024-10-20 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1143.

105386J

[The Quest for El Dorado](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1144.

105386L

[Trails](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1145.

105386M

[Italian Cuisine](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · PyPy 3-64 (first AC) · Tags: —
[fangcy's solution](#)

1146.

105386I

[Left Shifting 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1147.

105386E

[Relearn through Review](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1148.

105386A

[Two-star Contest](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1149.

105386G

[Be Positive](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1150.

105386B

[Gold Medal](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1151.

104369B

[Base Station Construction](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-10 · last AC: 2024-10-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1152.

103202H

[The Boomsday Project](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-08 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1153.

103202D

[Journey to Un'Goro](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1154.

103202I

[Rise of Shadows](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1155.

103202K

[Scholomance Academy](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1156.

104008J

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

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1157.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1158.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1159.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1160.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-01 · last AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1161.

105358E

[Escape](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-29 · last AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1162.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1163.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1164.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · last AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1165.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1166.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1167.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-28 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1168.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1169.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1170.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1171.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1172.

103428J

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

Rating: — · first AC: 2024-09-19 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1173.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-19 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1174.

104875G

[Going in Circles](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1175.

104875H

[High-quality Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1176.

104875E

[ETA](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1177.

104875D

[Delft Distance](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1178.

104875C

[Circular Caramel Cookie](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1179.

104875B

[Bottle Flip](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1180.

104875J

[Justice Served](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[fangcy's solution](#)

1181.

104875I

[Interview Question](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-13 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1182.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1183.

104008C

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

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1184.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1185.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1186.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1187.

104891D

[Graph of Maximum Degree 3](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1188.

104891A

[\(-1,1\)-Sumplete](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1189.

104891I

[Refresher into Midas](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1190.

104891J

[Teleportation](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1191.

104945A

[Card game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1192.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1193.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1194.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1195.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1196.

104065E

[Hammer to Fall](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1197.

104065A

[Ban or Pick, What's the Trick](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1198.

104065H

[Life is Hard and Undecidable, but...](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1199.

104065M

[Rock-Paper-Scissors Pyramid](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1200.

104065C

[Catch You Catch Me](#) · [Tutorial](#)

Rating: — · first AC: 2024-09-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1201.

105143K

[Party Games](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-31 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1202.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1203.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1204.

104023G

[Grade 2 · Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1205.

104023A

[Dunai · Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1206.

104023E

[Python Will be Faster than C++ · Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1207.

104768C

[Master of Both IV · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1208.

104768K

[Randias Permutation Task · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1209.

104768G

[Hard Brackets Problem · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1210.

104768M

[Flipping Cards · Tutorial](#)

Rating: — · first AC: 2024-08-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1211.

102992M

[Monster Hunter · Tutorial](#)

Rating: — · first AC: 2023-11-30 · last AC: 2024-08-06 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1212.

104813J

[Game on a Forest · Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1213.

104813L

[Palm Island · Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1214.

104813M

[Painter · Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1215.

104813B

[Memory](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1216.

104787F

[Mystery of Prime](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1217.

104787D

[Yet Another Coffee](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1218.

104787J

[Keyi Likes Reading](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1219.

104787A

[Make SYSU Great Again I](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1220.

104787G

[Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1221.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1222.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1223.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1224.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1225.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1226.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1227.

104337H

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

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1228.

104337M

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

Rating: — · first AC: 2024-07-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1229.

105112J

[Jogging Tour](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1230.

105112H

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

Rating: — · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1231.

105112F

[Fixing Fractions](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1232.

105112L

[Lateral Damage](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1233.

105112K

[Klompdands](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1234.

105112A

[Arranging Adapters](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1235.

105112D

[Date Picker](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1236.

105231I

[Neuvillette Circling](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1237.

105231D

[Magic LCM](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1238.

105231H

[Convolution](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1239.

105231J

[Magic Mahjong](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1240.

105231L

[Campus](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1241.

105231K

[Magic Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1242.

105231C

[Liar](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1243.

105231G

[Multiples of 5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1244.

105231A

[Maliang Learning Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-27 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1245.

104373C

[Laser Trap](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1246.

104373F

[Sandpile on Clique](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1247.

104373K

[Link-Cut Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1248.

104373A

[So I'll Max Out My Constructive Algorithm Skills](#) · Tutorial

Rating: — · first AC: 2024-06-25 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1249.

105158D

[YyNkô](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1250.

105158A

[Once In My Life](#) · Tutorial

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1251.

105158K

[h Ntrial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1252.

105158H

[Tthrial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1253.

105158L

[Toxel N PCPC-III](#) Tutorial

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1254.

105158J

[c R Ntep](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1255.

105158M

[g E Hie Õ](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1256.

105158B

[bk-Ttrial](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1257.

105158F

[OtyAW\(&N2](#)

Rating: — · first AC: 2024-06-23 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1258.

105222E

[L-Covering Checker](#) · Tutorial

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1259.

105222L

[Beef Tripe in Soup Pot?](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1260.

105222H

[GG and YY's Stone Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-17 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1261.

105170D

[Parallel Lines](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1262.

105170B

[Dfs Order 0.5](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1263.

105170C

[Fibonacci Sum](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1264.

105170E

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

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1265.

105170G

[Platform Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1266.

105170L

[Recharge](#) · [Tutorial](#)

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1267.

105170I

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

Rating: — · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1268.

105161C

[Radio Direction Finding](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1269.

105161J

[Tile Covering](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1270.

105161E

[Divide](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1271.

105161K

[Number Deletion Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1272.

105161I

[Integer Reaction](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1273.

105161G

[Download Time Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1274.

105161F

[Download Speed Monitor](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-28 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1275.

104945J

[Olympic goodies](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · last AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1276.

104945D

[Flag performance](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1277.

104945G

[Favourite dish](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1278.

104945C

[Metro quiz](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1279.

104945L

[Broken trophy](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1280.

104945B

[Supporting everyone](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1281.

104945F

[Programming-trampoline-athlon!](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1282.

104945E

[Nicest view](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1283.

104945I

[Throwing dice](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1284.

104945K

[Team selection](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1285.

105143E

[Boomerang](#) · [Tutorial](#)

Rating: — · first AC: 2024-05-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1286.

105139H

[Genshin Impact Startup Forbidden III](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1287.

105139B

[Nana Likes Polygons](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1288.

105139L

[LCMs](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1289.

105139J

[Points on the Number Axis A](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1290.

105139E

[Spicy or Grilled?](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1291.

105139A

[Long Live](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: —
[fangcy's solution](#)

1292.

102861K

[Between Us](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1293.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-26 · last AC: 2024-03-26 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1294.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-24 · last AC: 2024-03-25 · C++20 (GCC 13-64) (first AC) · Tags: —

[fangcy's solution](#)

1295.

104396K

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

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1296.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1297.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1298.

104396J

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

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1299.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1300.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-23 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1301.

103931M

[My University Is Better Than Yours](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1302.

103931E

[Expenditure Reduction](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —

[fangcy's solution](#)

1303.

103931H

[Heirloom Painting](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1304.

103931A

[Another A+B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1305.

103931G

[Gua!](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1306.

103931N

[Nine Is Greater Than Ten](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-22 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1307.

104172F

[Sum of Numbers](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1308.

104172B

[Big Picture](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1309.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1310.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1311.

104172L

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

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1312.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1313.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-18 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1314.

103861E

[Prof. Pang and Poker](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1315.

103861L

[Fenwick Tree](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1316.

103861I

[Future Coder](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: —
[fangcy's solution](#)

1317.

103861A

[DFS Order](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[fangcy's solution](#)

1318.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · last AC: 2023-12-05 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1319.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1320.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1321.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1322.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1323.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-23 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1324.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-22 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1325.

102623F

[Fake Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1326.

102623G

[Gentle Jena](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1327.

102623L

[Lottery Tickets](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1328.

102623D

[Disaster Recovery](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1329.

102623H

[Hay Mower](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · last AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1330.

102623A

[Archmage](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1331.

102623C

[Cheat Sheet](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1332.

102623B

[Bamboo Leaf Rhapsody](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1333.

103446H

[Life is a Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1334.

103446K

[Circle of Life](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1335.

103446M

[Harmony in Harmony](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1336.

103446I

[Steadily Growing Steam](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1337.

103446G

[Edge Groups](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1338.

103446D

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

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1339.

103446E

[Strange Integers](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-15 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1340.

102992F

[Fireworks](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1341.

102992E

[Evil Coordinate](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1342.

102992L

[Let's Play Curling](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1343.

102992K

[K Co-prime Permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1344.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++14 (GCC 6-32) (first AC) · Tags: —
[fangcy's solution](#)

1345.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1346.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1347.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1348.

104128G

[Inscription](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1349.

104128I

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

Rating: — · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1350.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · last AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1351.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1352.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1353.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1354.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1355.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1356.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1357.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1358.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1359.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1360.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[fangcy's solution](#)

1361.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[fangcy's solution](#)

1362.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[fangcy's solution](#)

1363.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-18 · C++14 (GCC 6-32) (first AC) · Tags: —
[fangcy's solution](#)

1364.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-07-17 · last AC: 2023-07-17 · C++14 (GCC 6-32) (first AC) · Tags: —
[fangcy's solution](#)