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Unique solved — forever lose

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1.

1870A

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2.

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3.

1864A

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4.

1761A

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5.

1750B

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6.

1750A

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7.

1764A

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8.

1746B

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9.

1746A

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10.

1842A

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11.

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12.

1684B

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13.

1684A

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14.

1704A

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19.

1774A

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20.

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22.

1696A

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23.

1758A

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25.

1778A

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26.

1787A

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27.

1740B

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28.

1740A

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29.

1700A

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30.

1220A

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31.

1530B

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32.

1530A

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33.

1534A

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34.

1515A

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1519A

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1517A

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38.

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1514A

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40.

1392B

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41.

1392A

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42.

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43.

1450A

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1511A

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45.

1504A

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46.

1764B

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47.

1726A

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48.

1696B

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49.

1758B

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50.

1761B

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51.

1704B

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52.

1782B

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53.

1804B

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54.

1785A

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55.

1515B

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56.

1450B

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57.

1863C

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58.

1863B

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59.

1864B

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60.

1842B

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61.

1656B

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62.

1726B

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63.

1827A

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64.

1685A

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65.

1780B

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66.

1787B

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67.

1700B

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68.

1534B

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69.

1509B

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70.

1511C

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71.

1511B

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72.

1874A

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73.

1870B

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74.

1656C

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75.

1704C

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76.

1799B

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77.

1641A

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[forever_lose's solution](#)

78.

1205A

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79.

1530C

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80.

1517B

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81.

1514B

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82.

1392C

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83.

1504B

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84.

1870C

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85.

1868A

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86.

1864C

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87.

1746C

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88.

1601A

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89.

1603A

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90.

1726C

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91.

1667A

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92.

1693A

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93.

1819A

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94.

1815A

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95.

1753A1

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96.

1810C

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97.

1774C

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98.

1776H

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99.

1778B

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100.

1220C

[Substring Game in the Lesson](#) · [Tutorial](#)

Quality: 10,813 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, strings

[forever_lose's solution](#)

101.

1220B

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

Quality: 12,136 global accepts · Rating: 1300 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[forever_lose's solution](#)

102.

1534C

[Little Alawn's Puzzle](#) · [Tutorial](#)

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[forever_lose's solution](#)

103.

1863D

[Two-Colored Dominoes](#) · [Tutorial](#)

Quality: 10,766 global accepts · Rating: 1400 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[forever_lose's solution](#)

104.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[forever_lose's solution](#)

105.

1761C

[Set Construction](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1400 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and

similar, graphs, greedy
[forever_lose's solution](#)

106.

1750C

[Complementary XOR](#) · [Tutorial](#)

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[forever_lose's solution](#)

107.

1764C

[Doremy's City Construction](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy

[forever_lose's solution](#)

108.

1830A

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

Quality: 20,319 global accepts · Rating: 1400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[forever_lose's solution](#)

109.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[forever_lose's solution](#)

110.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[forever_lose's solution](#)

111.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[forever_lose's solution](#)

112.

1758C

[Almost All Multiples](#) · [Tutorial](#)

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[forever_lose's solution](#)

113.

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[forever_lose's solution](#)

114.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, implementation

[forever_lose's solution](#)

115.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[forever_lose's solution](#)

116.

1519C

[Berland Regional](#) · [Tutorial](#)

Quality: 22,464 global accepts · Rating: 1400 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, number theory, sortings

[forever_lose's solution](#)

117.

1517C

[Fillomino 2](#) · [Tutorial](#)

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

[forever_lose's solution](#)

118.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2023-03-10 · last AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[forever_lose's solution](#)

119.

1842C

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

Quality: 16,494 global accepts · Rating: 1500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp

[forever_lose's solution](#)

120.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy

[forever_lose's solution](#)

121.

1753A2

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

Quality: 11,607 global accepts · Rating: 1500 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[forever_lose's solution](#)

122.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,836 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[forever_lose's solution](#)

123.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[forever_lose's solution](#)

124.

1774B

[Coloring](#) · [Tutorial](#)

Quality: 13,991 global accepts · Rating: 1500 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[forever_lose's solution](#)

125.

1776L

[Controllers](#) · [Tutorial](#)

Quality: 11,554 global accepts · Rating: 1500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[forever_lose's solution](#)

126.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[forever_lose's solution](#)

127.

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures

[forever_lose's solution](#)

128.

1264A

[Beautiful Regional Contest](#) · [Tutorial](#)

Quality: 10,440 global accepts · Rating: 1500 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[forever_lose's solution](#)

129.

1545A

[AquaMoon and Strange Sort](#) · [Tutorial](#)

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: sortings

[forever_lose's solution](#)

130.

809A

[Do you want a date?](#) · [Tutorial](#)

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: implementation, math, sortings

[forever_lose's solution](#)

131.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: implementation, strings

[forever_lose's solution](#)

132.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[forever_lose's solution](#)

133.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[forever_lose's solution](#)

134.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[forever_lose's solution](#)

135.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp

[forever_lose's solution](#)

136.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math,

number theory

[forever_lose's solution](#)

137.

1687A

[The Enchanted Forest](#) · [Tutorial](#)

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[forever_lose's solution](#)

138.

1782C

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

Rating: 1600 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[forever_lose's solution](#)

139.

1707A

[Doremy's IQ](#) · [Tutorial](#)

Quality: 15,446 global accepts · Rating: 1600 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[forever_lose's solution](#)

140.

1753B

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

Quality: 14,995 global accepts · Rating: 1600 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[forever_lose's solution](#)

141.

1801A

[The Very Beautiful Blanket](#) · [Tutorial](#)

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[forever_lose's solution](#)

142.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[forever_lose's solution](#)

143.

1528A

[Parsa's Humongous Tree](#) · [Tutorial](#)

Quality: 18,988 global accepts · Rating: 1600 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[forever_lose's solution](#)

144.

1778C

[Flexible String](#) · [Tutorial](#)

Quality: 11,125 global accepts · Rating: 1600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, strings

[forever_lose's solution](#)

145.

1787C

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

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[forever_lose's solution](#)

146.

1396A

[Multiples of Length](#) · [Tutorial](#)

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, number theory

[forever_lose's solution](#)

147.

1246A

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, math

[forever_lose's solution](#)

148.

1261B1

[Optimal Subsequences \(Easy Version\)](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[forever_lose's solution](#)

149.

1290A

[Mind Control](#) · [Tutorial](#)

Quality: 8,901 global accepts · Rating: 1600 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[forever_lose's solution](#)

150.

1240A

[Save the Nature](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[forever_lose's solution](#)

151.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[forever_lose's solution](#)

152.

1519D

[Maximum Sum of Products](#) · [Tutorial](#)

Quality: 17,631 global accepts · Rating: 1600 · first AC: 2021-04-29 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math, two pointers

[forever_lose's solution](#)

153.

1514C

[Product 1 Modulo N](#) · [Tutorial](#)

Quality: 18,288 global accepts · Rating: 1600 · first AC: 2021-04-19 · last AC: 2021-04-21 · GNU C++11 (first AC) · Tags: greedy, number theory

[forever_lose's solution](#)

154.

1511D

[Min Cost String](#) · [Tutorial](#)

Quality: 12,451 global accepts · Rating: 1600 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, strings

[forever_lose's solution](#)

155.

1458A

[Row GCD](#) · [Tutorial](#)

Quality: 25,294 global accepts · Rating: 1600 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: math, number theory

[forever_lose's solution](#)

156.

1504C

[Balance the Bits](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy

[forever_lose's solution](#)

157.

1868B1

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

Quality: 8,327 global accepts · Rating: 1700 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, implementation, math

[forever_lose's solution](#)

158.

1864D

[Matrix Cascade · Tutorial](#)

Quality: 7,639 global accepts · Rating: 1700 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math

[forever_lose's solution](#)

159.

1835A

[k-th equality · Tutorial](#)

Quality: 8,734 global accepts · Rating: 1700 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, math

[forever_lose's solution](#)

160.

1677B

[Tokitsukaze and Meeting · Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math

[forever_lose's solution](#)

161.

1687B

[Railway System · Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[forever_lose's solution](#)

162.

1684D

[Traps · Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[forever_lose's solution](#)

163.

1693B

[Fake Plastic Trees · Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2023-03-16 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[forever_lose's solution](#)

164.

1810D

[Climbing the Tree · Tutorial](#)

Quality: 8,541 global accepts · Rating: 1700 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[forever_lose's solution](#)

165.

1280A

[Cut and Paste · Tutorial](#)

Quality: 5,844 global accepts · Rating: 1700 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[forever_lose's solution](#)

166.

1776F

[Train Splitting · Tutorial](#)

Quality: 4,157 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[forever_lose's solution](#)

167.

1799C

[Double Lexicographically Minimum](#) · [Tutorial](#)

Quality: 6,922 global accepts · Rating: 1700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings
[forever_lose's solution](#)

168.

1528B

[Kavi on Pairing Duty](#) · [Tutorial](#)

Quality: 10,666 global accepts · Rating: 1700 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math
[forever_lose's solution](#)

169.

1700C

[Helping the Nature](#) · [Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[forever_lose's solution](#)

170.

1254A

[Feeding Chicken](#) · [Tutorial](#)

Quality: 5,515 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation
[forever_lose's solution](#)

171.

1261A

[Messy](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation
[forever_lose's solution](#)

172.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,769 global accepts · Rating: 1700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation
[forever_lose's solution](#)

173.

1229A

[Marcin and Training Camp](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy
[forever_lose's solution](#)

174.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[forever_lose's solution](#)

175.

1310A

[Recommendations](#) · [Tutorial](#)

Quality: 5,582 global accepts · Rating: 1700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings
[forever_lose's solution](#)

176.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math
[forever_lose's solution](#)

177.

1392D

[Omkar and Bed Wars](#) · [Tutorial](#)

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: dp, greedy

[forever_lose's solution](#)

178.

1464A

[Peaceful Rooks](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[forever_lose's solution](#)

179.

1870D

[Prefix Purchase](#) · [Tutorial](#)

Quality: 8,031 global accepts · Rating: 1800 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings

[forever_lose's solution](#)

180.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[forever_lose's solution](#)

181.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[forever_lose's solution](#)

182.

1824B1

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

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

[forever_lose's solution](#)

183.

1782D

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

Rating: 1800 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, number theory

[forever_lose's solution](#)

184.

1280B

[Beingawesomeism](#) · [Tutorial](#)

Quality: 4,204 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: implementation, math

[forever_lose's solution](#)

185.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[forever_lose's solution](#)

186.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,547 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[forever_lose's solution](#)

187.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[forever_lose's solution](#)

188.

1758D

[Range = " SumTutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[forever_lose's solution](#)

189.

1780D

[Bit Guessing Game · Tutorial](#)

Quality: 5,833 global accepts · Rating: 1800 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive

[forever_lose's solution](#)

190.

1396B

[Stoned Game · Tutorial](#)

Quality: 12,935 global accepts · Rating: 1800 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, games, greedy

[forever_lose's solution](#)

191.

1740E

[Hanging Hearts · Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[forever_lose's solution](#)

192.

1246B

[Power Products · Tutorial](#)

Rating: 1800 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: hashing, implementation, math

[forever_lose's solution](#)

193.

1254B1

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

Quality: 5,006 global accepts · Rating: 1800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[forever_lose's solution](#)

194.

1261B2

[Optimal Subsequences \(Hard Version\) · Tutorial](#)

Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings

[forever_lose's solution](#)

195.

1290B

[Irreducible Anagrams · Tutorial](#)

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[forever_lose's solution](#)

196.

1534D

[Lost Tree · Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, trees

[forever_lose's solution](#)

197.

1442A

[Extreme Subtraction · Tutorial](#)

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-05-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[forever_lose's solution](#)

198.

1509E

[Almost Sorted](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math
[forever_lose's solution](#)

199.

1509C

[The Sports Festival](#) · [Tutorial](#)

Quality: 15,307 global accepts · Rating: 1800 · first AC: 2021-04-16 · GNU C++11 (first AC) · Tags: dp, greedy
[forever_lose's solution](#)

200.

1450D

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

Quality: 5,806 global accepts · Rating: 1800 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers
[forever_lose's solution](#)

201.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math
[forever_lose's solution](#)

202.

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[forever_lose's solution](#)

203.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees
[forever_lose's solution](#)

204.

1842D

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

Quality: 4,738 global accepts · Rating: 1900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[forever_lose's solution](#)

205.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[forever_lose's solution](#)

206.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers
[forever_lose's solution](#)

207.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[forever_lose's solution](#)

208.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy
[forever_lose's solution](#)

209.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs
[forever_lose's solution](#)

210.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math
[forever_lose's solution](#)

211.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings
[forever_lose's solution](#)

212.

1819B

[The Butcher](#) · [Tutorial](#)

Quality: 4,220 global accepts · Rating: 1900 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: geometry, greedy, implementation, sortings, two pointers
[forever_lose's solution](#)

213.

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[forever_lose's solution](#)

214.

1799D1

[Hot Start Up \(easy version\)](#) · [Tutorial](#)

Quality: 5,804 global accepts · Rating: 1900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp
[forever_lose's solution](#)

215.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths
[forever_lose's solution](#)

216.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[forever_lose's solution](#)

217.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation
[forever_lose's solution](#)

218.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, greedy, math
[forever_lose's solution](#)

219.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, number theory
[forever_lose's solution](#)

220.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · GNU C++11 (first AC) · Tags: combinatorics, math
[forever_lose's solution](#)

221.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees
[forever_lose's solution](#)

222.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[forever_lose's solution](#)

223.

1764D

[Doremy's Pegging Game](#) · [Tutorial](#)

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[forever_lose's solution](#)

224.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees
[forever_lose's solution](#)

225.

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[forever_lose's solution](#)

226.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers
[forever_lose's solution](#)

227.

1827B1

[Range Sorting \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[forever_lose's solution](#)

228.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory

[forever_lose's solution](#)

229.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[forever_lose's solution](#)

230.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,601 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[forever_lose's solution](#)

231.

1753C

[Wish I Knew How to Sort](#) · [Tutorial](#)

Quality: 5,281 global accepts · Rating: 2000 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[forever_lose's solution](#)

232.

1280C

[Jeremy Bearimy](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[forever_lose's solution](#)

233.

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation

[forever_lose's solution](#)

234.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[forever_lose's solution](#)

235.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[forever_lose's solution](#)

236.

1229B

[Kamil and Making a Stream](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, graphs, math, number theory, trees

[forever_lose's solution](#)

237.

1240B

[Sequence Sorting](#) · [Tutorial](#)

Rating: 2000 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[forever_lose's solution](#)

238.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2021-05-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[forever_lose's solution](#)

239.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2021-05-07 · last AC: 2021-05-07 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[forever_lose's solution](#)

240.

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-19 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[forever_lose's solution](#)

241.

1458B

[Glass Half Spilled](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: dp

[forever_lose's solution](#)

242.

1868B2

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

Quality: 2,752 global accepts · Rating: 2100 · first AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, implementation, math

[forever_lose's solution](#)

243.

1863E

[Speedrun](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2100 · first AC: 2023-08-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, math, sortings, two pointers

[forever_lose's solution](#)

244.

1864E

[Guess Game](#) · [Tutorial](#)

Quality: 3,053 global accepts · Rating: 2100 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, games, math, probabilities, sortings, strings, trees

[forever_lose's solution](#)

245.

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[forever_lose's solution](#)

246.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[forever_lose's solution](#)

247.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp

[forever_lose's solution](#)

248.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[forever_lose's solution](#)

249.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[forever_lose's solution](#)

250.

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[forever_lose's solution](#)

251.

1776G

[Another Wine Tasting Event](#) · [Tutorial](#)

Quality: 2,374 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math, strings

[forever_lose's solution](#)

252.

1799D2

[Hot Start Up \(hard version\)](#) · [Tutorial](#)

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[forever_lose's solution](#)

253.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, greedy

[forever_lose's solution](#)

254.

1778D

[Flexible String Revisit](#) · [Tutorial](#)

Quality: 3,412 global accepts · Rating: 2100 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[forever_lose's solution](#)

255.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[forever_lose's solution](#)

256.

1254B2

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

Quality: 3,419 global accepts · Rating: 2100 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory, ternary search, two pointers

[forever_lose's solution](#)

257.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[forever_lose's solution](#)

258.

1240C

[Paint the Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings, trees

[forever_lose's solution](#)

259.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[forever_lose's solution](#)

260.

1450C1

[Errich-Tac-Toe \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[forever_lose's solution](#)

261.

1511E

[Colorings and Dominoes](#) · [Tutorial](#)

Quality: 2,896 global accepts · Rating: 2100 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, math

[forever_lose's solution](#)

262.

1464B

[Grime Zoo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation, ternary search

[forever_lose's solution](#)

263.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[forever_lose's solution](#)

264.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[forever_lose's solution](#)

265.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[forever_lose's solution](#)

266.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[forever_lose's solution](#)

267.

1776B

[Vittorio Plays with LEGO Bricks](#) · [Tutorial](#)

Quality: 1,554 global accepts · Rating: 2200 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry

[forever_lose's solution](#)

268.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[forever_lose's solution](#)

269.

1261D1

[Wrong Answer on test 233 \(Easy Version\) · Tutorial](#)

Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[forever_lose's solution](#)

270.

1261C

[Arson In Berland Forest · Tutorial](#)

Rating: 2200 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, shortest paths

[forever_lose's solution](#)

271.

1220E

[Tourism · Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[forever_lose's solution](#)

272.

809B

[Glad to see you! · Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2021-05-24 · GNU C++11 (first AC) · Tags: binary search, interactive

[forever_lose's solution](#)

273.

1515E

[Phoenix and Computers · Tutorial](#)

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[forever_lose's solution](#)

274.

1500B

[Two chandeliers · Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[forever_lose's solution](#)

275.

1874C

[Jellyfish and EVA · Tutorial](#)

Quality: 2,194 global accepts · Rating: 2300 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, probabilities

[forever_lose's solution](#)

276.

1870E

[Another MEX Problem · Tutorial](#)

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[forever_lose's solution](#)

277.

1864F

[Exotic Queries · Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[forever_lose's solution](#)

278.

1842E

[Tenzing and Triangle · Tutorial](#)

Quality: 1,831 global accepts · Rating: 2300 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, geometry, greedy, math

[forever_lose's solution](#)

279.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[forever_lose's solution](#)

280.

1603C

[Extreme Extension](#) · [Tutorial](#)

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[forever_lose's solution](#)

281.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[forever_lose's solution](#)

282.

1824B2

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

Quality: 3,361 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[forever_lose's solution](#)

283.

1693C

[Keshi in Search of AmShZ](#) · [Tutorial](#)

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2023-03-16 · last AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths

[forever_lose's solution](#)

284.

1799E

[City Union](#) · [Tutorial](#)

Quality: 1,401 global accepts · Rating: 2300 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, geometry, greedy, implementation, math

[forever_lose's solution](#)

285.

1528C

[Trees of Tranquility](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[forever_lose's solution](#)

286.

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[forever_lose's solution](#)

287.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2022-11-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation

[forever_lose's solution](#)

288.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[forever_lose's solution](#)

289.

1292C

[Xenon's Attack on the Gangs](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees

[forever_lose's solution](#)

290.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: graphs, greedy, interactive, shortest paths

[forever_lose's solution](#)

291.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-05-21 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[forever_lose's solution](#)

292.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, dp, graphs, probabilities

[forever_lose's solution](#)

293.

1450C2

[Errich-Tac-Toe \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[forever_lose's solution](#)

294.

1464C

[Poman Numbers](#) · [Tutorial](#)

Rating: 2300 · first AC: 2021-04-07 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[forever_lose's solution](#)

295.

1874B

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

Quality: 1,392 global accepts · Rating: 2400 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, shortest paths

[forever_lose's solution](#)

296.

1868C

[Travel Plan](#) · [Tutorial](#)

Quality: 1,375 global accepts · Rating: 2400 · first AC: 2023-09-10 · last AC: 2023-09-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, trees

[forever_lose's solution](#)

297.

1761E

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

Quality: 2,148 global accepts · Rating: 2400 · first AC: 2023-07-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dsu, graphs, greedy, matrices, trees, two pointers

[forever_lose's solution](#)

298.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[forever_lose's solution](#)

299.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[forever_lose's solution](#)

300.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[forever_lose's solution](#)

301.

1830C

[Hyperregular Bracket Strings](#) · [Tutorial](#)

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[forever_lose's solution](#)

302.

1827B2

[Range Sorting \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[forever_lose's solution](#)

303.

1718C

[Tonya and Burenka-179](#) · [Tutorial](#)

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, number theory

[forever_lose's solution](#)

304.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[forever_lose's solution](#)

305.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[forever_lose's solution](#)

306.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,905 global accepts · Rating: 2400 · first AC: 2023-04-17 · last AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[forever_lose's solution](#)

307.

1819C

[The Fox and the Complete Tree Traversal](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2400 · first AC: 2023-04-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, implementation, math, trees

[forever_lose's solution](#)

308.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[forever_lose's solution](#)

309.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2400 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[forever_lose's solution](#)

310.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[forever_lose's solution](#)

311.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[forever_lose's solution](#)

312.

1780G

[Delicious Dessert](#) · [Tutorial](#)

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[forever_lose's solution](#)

313.

1780E

[Josuke and Complete Graph](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[forever_lose's solution](#)

314.

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[forever_lose's solution](#)

315.

1261D2

[Wrong Answer on test 233 \(Hard Version\)](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[forever_lose's solution](#)

316.

1290C

[Prefix Enlightenment](#) · [Tutorial](#)

Quality: 2,013 global accepts · Rating: 2400 · first AC: 2021-09-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs

[forever_lose's solution](#)

317.

1229C

[Konrad and Company Evaluation](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-09-06 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs

[forever_lose's solution](#)

318.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[forever_lose's solution](#)

319.

1764F

[Doremy's Experimental Tree](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[forever_lose's solution](#)

320.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2023-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[forever_lose's solution](#)

321.

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[forever_lose's solution](#)

322.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[forever_lose's solution](#)

323.

1687C

[Sanae and Giant Robot](#) · [Tutorial](#)

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[forever_lose's solution](#)

324.

1824C

[LuoTianyi and XOR-Tree](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[forever_lose's solution](#)

325.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2023-03-14 · last AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, trees

[forever_lose's solution](#)

326.

1776I

[Spinach Pizza](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, greedy, interactive

[forever_lose's solution](#)

327.

1776C

[Library game](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, interactive, sortings

[forever_lose's solution](#)

328.

1776J

[Italian Data Centers](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2500 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[forever_lose's solution](#)

329.

1528D

[It's a bird! No, it's a plane! No, it's AaParsa!](#) · [Tutorial](#)

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2023-02-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[forever_lose's solution](#)

330.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[forever_lose's solution](#)

331.

1778E

[The Tree Has Fallen!](#) · [Tutorial](#)

Quality: 1,111 global accepts · Rating: 2500 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, math, trees

[forever_lose's solution](#)

332.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, math

[forever_lose's solution](#)

333.

1246D

[Tree Factory](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, greedy, trees

[forever_lose's solution](#)

334.

1516E

[Baby Ehab Plays with Permutations](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-21 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[forever_lose's solution](#)

335.

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2023-06-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[forever_lose's solution](#)

336.

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[forever_lose's solution](#)

337.

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[forever_lose's solution](#)

338.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[forever_lose's solution](#)

339.

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[forever_lose's solution](#)

340.

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[forever_lose's solution](#)

341.

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[forever_lose's solution](#)

342.

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[forever_lose's solution](#)

343.

1793E

[Velepin and Marketing](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[forever_lose's solution](#)

344.

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-06 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees

[forever_lose's solution](#)

345.

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-11-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[forever_lose's solution](#)

346.

1700E

[Serega the Pirate](#) · [Tutorial](#)

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms

[forever_lose's solution](#)

347.

1240D

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

Rating: 2600 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[forever_lose's solution](#)

348.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings

[forever_lose's solution](#)

349.

1601D

[Difficult Mountain](#) · [Tutorial](#)

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2023-06-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, sortings
[forever_lose's solution](#)

350.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math
[forever_lose's solution](#)

351.

1782F

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

Rating: 2700 · first AC: 2023-04-20 · last AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees
[forever_lose's solution](#)

352.

1801F

[Another n-dimensional chocolate bar](#) · [Tutorial](#)

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory
[forever_lose's solution](#)

353.

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths
[forever_lose's solution](#)

354.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation
[forever_lose's solution](#)

355.

1799F

[Halve or Subtract](#) · [Tutorial](#)

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, dp, greedy, sortings
[forever_lose's solution](#)

356.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math, shortest paths
[forever_lose's solution](#)

357.

1264E

[Beautiful League](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2700 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph matchings
[forever_lose's solution](#)

358.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-09-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures
[forever_lose's solution](#)

359.

1292D

[Chaotic V.](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2700 · first AC: 2021-09-13 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees

[forever_lose's solution](#)

360.

1229D

[Wojtek and Card Tricks](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-09-07 · C++14 (GCC 6-32) (first AC) · Tags: math

[forever_lose's solution](#)

361.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[forever_lose's solution](#)

362.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-04-09 · GNU C++11 (first AC) · Tags: math, matrices

[forever_lose's solution](#)

363.

1746F

[Kazaae](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities

[forever_lose's solution](#)

364.

1842G

[Tenzing and Random Operations](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[forever_lose's solution](#)

365.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees

[forever_lose's solution](#)

366.

1827D

[Two Centroids](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[forever_lose's solution](#)

367.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[forever_lose's solution](#)

368.

1685D1

[Permutation Weight \(Easy Version\)](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 2800 · first AC: 2023-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu

[forever_lose's solution](#)

369.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[forever_lose's solution](#)

370.

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-15 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, two pointers

[forever_lose's solution](#)

371.

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[forever_lose's solution](#)

372.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[forever_lose's solution](#)

373.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2023-06-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[forever_lose's solution](#)

374.

1677E

[Tokitsukaze and Beautiful Subsegments](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-06-08 · last AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[forever_lose's solution](#)

375.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math

[forever_lose's solution](#)

376.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[forever_lose's solution](#)

377.

1806F2

[GCD Master \(hard version\)](#) · [Tutorial](#)

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[forever_lose's solution](#)

378.

1810H

[Last Number](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 2900 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[forever_lose's solution](#)

379.

1806F1

[GCD Master \(easy version\)](#) · [Tutorial](#)

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory, sortings

[forever_lose's solution](#)

380.

1280E

[Kirchhoff's Current Loss](#) · [Tutorial](#)

Quality: 229 global accepts · Rating: 2900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[forever_lose's solution](#)

381.

1630E

[Expected Components](#) · [Tutorial](#)

Quality: 554 global accepts · Rating: 2900 · first AC: 2023-03-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities

[forever_lose's solution](#)

382.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2021-04-17 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[forever_lose's solution](#)

383.

1874E

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

Quality: 574 global accepts · Rating: 3000 · first AC: 2023-09-30 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[forever_lose's solution](#)

384.

1854D

[Michael and Hotel](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[forever_lose's solution](#)

385.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-08-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math

[forever_lose's solution](#)

386.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-06-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[forever_lose's solution](#)

387.

1842H

[Tenzing and Random Real Numbers](#) · [Tutorial](#)

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities

[forever_lose's solution](#)

388.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[forever_lose's solution](#)

389.

1667E

[Centroid Probabilities](#) · [Tutorial](#)

Quality: 813 global accepts · Rating: 3000 · first AC: 2023-04-27 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[forever_lose's solution](#)

390.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[forever_lose's solution](#)

391.

1707D

[Partial Virtual Trees](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3000 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[forever_lose's solution](#)

392.

1787G

[Colorful Tree Again](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-01-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[forever_lose's solution](#)

393.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[forever_lose's solution](#)

394.

1815E

[Bosco and Particle](#) · [Tutorial](#)

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[forever_lose's solution](#)

395.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[forever_lose's solution](#)

396.

1656H

[Equal LCM Subsets](#) · [Tutorial](#)

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[forever_lose's solution](#)

397.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[forever_lose's solution](#)

398.

1603E

[A Perfect Problem](#) · [Tutorial](#)

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[forever_lose's solution](#)

399.

1781G

[Diverse Coloring](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3200 · first AC: 2023-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[forever_lose's solution](#)

400.

1799H

[Tree Cutting](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3200 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[forever_lose's solution](#)

401.

1819E

[Roads in E City](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3200 · first AC: 2023-04-17 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, probabilities, trees
[forever_lose's solution](#)

402.

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-04-06 · C++20 (GCC 11-64) (first AC) · Tags: dp
[forever_lose's solution](#)

403.

1229E2

[Marek and Matching \(hard version\)](#) · [Tutorial](#)

Rating: 3200 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities
[forever_lose's solution](#)

404.

1240E

[Wooden Raft](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-09-01 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[forever_lose's solution](#)

405.

1870G

[MEXanization](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 3300 · first AC: 2023-09-18 · last AC: 2023-09-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[forever_lose's solution](#)

406.

1726G

[A Certain Magical Party](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[forever_lose's solution](#)

407.

1718F

[Burenka, an Array and Queries](#) · [Tutorial](#)

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[forever_lose's solution](#)

408.

1753E

[N Machines](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2023-04-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy
[forever_lose's solution](#)

409.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2023-02-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math
[forever_lose's solution](#)

410.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[forever_lose's solution](#)

411.

1801G

[A task for substrings](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3400 · first AC: 2023-05-02 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings

[forever_lose's solution](#)

412.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math

[forever_lose's solution](#)

413.

1787I

[Treasure Hunt](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3400 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, two pointers

[forever_lose's solution](#)

414.

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[forever_lose's solution](#)

415.

1693E

[Outermost Maximums](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 3400 · first AC: 2023-04-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[forever_lose's solution](#)

416.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers

[forever_lose's solution](#)

417.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2023-02-20 · last AC: 2023-02-20 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math

[forever_lose's solution](#)

418.

1718E

[Impressionism](#) · [Tutorial](#)

Quality: 177 global accepts · Rating: 3500 · first AC: 2023-05-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation, math

[forever_lose's solution](#)

419.

1685D2

[Permutation Weight \(Hard Version\)](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[forever_lose's solution](#)

420.

1685E

[The Ultimate LIS Problem](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3500 · first AC: 2023-04-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[forever_lose's solution](#)

421.

1704G

[Mio and Lucky Array](#) · [Tutorial](#)

Quality: 134 global accepts · Rating: 3500 · first AC: 2023-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, fft, math, strings

[forever_lose's solution](#)

422.

1707F

[Bugaboo](#) · [Tutorial](#)

Quality: 174 global accepts · Rating: 3500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, number theory

[forever_lose's solution](#)

423.

1815F

[OH NO1 \(-2-3-4\)](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 3500 · first AC: 2023-04-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[forever_lose's solution](#)

424.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-10-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures

[forever_lose's solution](#)

425.

104021L

[Xian Xiang](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

426.

104021H

[Delivery Route](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

427.

104021K

[Largest Common Submatrix](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

428.

104021D

[Easy Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

429.

104021F

[Function!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

430.

104021A

[Girls Band Party](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

431.

104021G

[Pot!!](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

432.

104021I

[Base62](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · PyPy 3-64 (first AC) · Tags: —

[forever_lose's solution](#)

433.

104021B

[So Easy](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

434.

104021N

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

Rating: — · first AC: 2023-06-26 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

435.

104396G

[Moving Boxes](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

436.

104396L

[Architect](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

437.

104396E

[LCM Plus GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

438.

104396K

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

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

439.

104396F

[Timaeus](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

440.

104396A

[Today's Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

441.

104396H

[Neil's Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

442.

104396J

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

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

443.

104396I

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

444.

104270F

[Tournament](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

445.

104270I

[Soldier Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

446.

104270G

[Repair the Artwork](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

447.

104270B

[Kawa Exam](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

448.

104270L

[Sub-cycle Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

449.

104270D

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

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

450.

104270E

[Plants vs. Zombies](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

451.

104270C

[Flippy Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

452.

104270J

[Books](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

453.

104270M

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

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

454.

104337A

[Prime Magic](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

455.

104337E

[Inverse Counting Path](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

456.

104337B

[Mode](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[forever_lose's solution](#)

457.

104337I

[Step](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

458.

104337K

[Dice Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

459.

104337J

[Expansion](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

460.

104337F

[Inverse Manacher](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

461.

104337H

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

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

462.

104337M

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

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

463.

104337C

[Darkness I](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-06 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

464.

104090I

[Guess Cycle Length](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

465.

104090M

[Please Save Pigeland](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

466.

104090G

[Subgraph Isomorphism](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

467.

104090C

[No Bug No Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

468.

104090K

[Master of Both](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 7-32) (first AC) · Tags: —

[forever_lose's solution](#)

469.

104090A

[Modulo Ruins the Legend](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · PyPy 3 (first AC) · Tags: —

[forever_lose's solution](#)

470.

104090F

[Da Mi Lao Shi Ai Kan De](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

471.

104090D

[Money Game](#) · [Tutorial](#)

Rating: — · first AC: 2023-06-03 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

472.

104023H

[Party Animals](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

473.

104023L

[Novice Magician](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

474.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

475.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

476.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

477.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

478.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

479.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

480.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

481.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

482.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-31 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

483.

104053A

[Alice and Her Lost Cat](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

484.

104053K

[Middle Point Graph](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

485.

104053M

[XOR Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

486.

104053I

[Infection](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

487.

104053C

[Customs Controls 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —

[forever_lose's solution](#)

488.

104053E

[Elevator](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

489.

104053H

[GameX](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

490.

104053L

[Station of Fate](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-30 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

491.

104064F

[Flatland Olympics](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

492.

104064D

[Dyson Circle](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

493.

104064G

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

Rating: — · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

494.

104064H

[Heating Up](#) · [Tutorial](#)

Rating: — · first AC: 2023-05-28 · C++17 (GCC 9-64) (first AC) · Tags: —
[forever_lose's solution](#)

495.

104064J

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102759J

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102759K

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