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Unique solved — froggyzhang

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

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Filters: none

Count: 2,570

1.

2189A

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

Quality: 24,365 global accepts · Rating: 800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

2.

2038J

[Waiting for...](#) · [Tutorial](#)

Quality: 8,776 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

3.

2038N

[Fixing the Expression](#) · [Tutorial](#)

Quality: 11,340 global accepts · Rating: 800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

4.

2009A

[Minimize!](#) · [Tutorial](#)

Quality: 72,957 global accepts · Rating: 800 · first AC: 2024-09-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math
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5.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,710 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
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6.

2002A

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

Quality: 21,314 global accepts · Rating: 800 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, math
[froggyzhang's solution](#)

7.

2000B

[Seating in a Bus](#) · [Tutorial](#)

Quality: 40,613 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: two pointers
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8.

2000A

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Quality: 44,102 global accepts · Rating: 800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math, strings
[froggyzhang's solution](#)

9.

1991A

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

Quality: 24,425 global accepts · Rating: 800 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
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10.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,424 global accepts · Rating: 800 · first AC: 2024-07-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

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11.

1748A

[The Ultimate Square](#) · [Tutorial](#)

Quality: 25,312 global accepts · Rating: 800 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)

12.

1698B

[Rising Sand](#) · [Tutorial](#)

Quality: 21,464 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[froggyzhang's solution](#)

13.

1698A

[XOR Mixup](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force

[froggyzhang's solution](#)

14.

1691A

[Beat The Odds](#) · [Tutorial](#)

Quality: 32,207 global accepts · Rating: 800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

15.

1681B

[Card Trick](#) · [Tutorial](#)

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16.

1681A

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17.

1682A

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18.

1684B

[Z mod X = C](#) · [Tutorial](#)

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[froggyzhang's solution](#)

19.

1684A

[Digit Minimization](#) · [Tutorial](#)

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, math, strings

[froggyzhang's solution](#)

20.

1680B

[Robots](#) · [Tutorial](#)

Quality: 19,085 global accepts · Rating: 800 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

21.

1680A

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[froggyzhang's solution](#)

22.

1678A

[Tokitsukaze and All Zero Sequence](#) · [Tutorial](#)

Quality: 19,173 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

23.

1678B1

[Tokitsukaze and Good 01-String \(easy version\)](#) · [Tutorial](#)

Quality: 16,610 global accepts · Rating: 800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

24.

1657B

[XY Sequence](#) · [Tutorial](#)

Quality: 23,609 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[froggyzhang's solution](#)

25.

1657A

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Quality: 24,893 global accepts · Rating: 800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

26.

1654B

[Prefix Removals](#) · [Tutorial](#)

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[froggyzhang's solution](#)

27.

1654A

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Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, sortings
[froggyzhang's solution](#)

28.

1644B

[Anti-Fibonacci Permutation](#) · [Tutorial](#)

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[froggyzhang's solution](#)

29.

1644A

[Doors and Keys](#) · [Tutorial](#)

Quality: 28,639 global accepts · Rating: 800 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

30.

1635B

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Quality: 18,474 global accepts · Rating: 800 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[froggyzhang's solution](#)

31.

1635A

[Min Or Sum](#) · [Tutorial](#)

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32.

1637A

[Sorting Parts](#) · [Tutorial](#)

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[froggyzhang's solution](#)

33.

1632A

[ABC](#) · [Tutorial](#)

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[froggyzhang's solution](#)

34.

1616A

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

Quality: 23,828 global accepts · Rating: 800 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation
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35.

1615A

[Closing The Gap](#) · [Tutorial](#)

Quality: 21,579 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

36.

1620A

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

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[froggyzhang's solution](#)

37.

1621A

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

Quality: 24,767 global accepts · Rating: 800 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

38.

1623A

[Robot Cleaner](#) · [Tutorial](#)

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[froggyzhang's solution](#)

39.

1625A

[Ancient Civilization](#) · [Tutorial](#)

Quality: 18,286 global accepts · Rating: 800 · first AC: 2022-01-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
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40.

1617A

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

Quality: 17,008 global accepts · Rating: 800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings, strings
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- 41.**
1608A
[Find Array](#) · [Tutorial](#)
Quality: 20,263 global accepts · Rating: 800 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
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- 42.**
1614A
[Divan and a Store](#) · [Tutorial](#)
Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy
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- 43.**
1611A
[Make Even](#) · [Tutorial](#)
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- 44.**
1611B
[Team Composition: Programmers and Mathematicians](#) · [Tutorial](#)
Quality: 31,914 global accepts · Rating: 800 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, math
[froggyzhang's solution](#)
- 45.**
1584A
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Quality: 15,537 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math
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- 46.**
1605A
[A.M. Deviation](#) · [Tutorial](#)
Quality: 21,646 global accepts · Rating: 800 · first AC: 2021-11-12 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[froggyzhang's solution](#)
- 47.**
1612A
[Distance](#) · [Tutorial](#)
Quality: 18,211 global accepts · Rating: 800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[froggyzhang's solution](#)
- 48.**
1602A
[Two Subsequences](#) · [Tutorial](#)
Quality: 19,723 global accepts · Rating: 800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)
- 49.**
1582A
[Luntik and Concerts](#) · [Tutorial](#)
Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)
- 50.**
1154A
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Quality: 87,058 global accepts · Rating: 800 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

51.

1583A

[Windblume Ode](#) · [Tutorial](#)

Quality: 14,381 global accepts · Rating: 800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[froggyzhang's solution](#)

52.

1546A

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Quality: 18,588 global accepts · Rating: 800 · first AC: 2021-10-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy
[froggyzhang's solution](#)

53.

1586A

[Windblume Ode](#) · [Tutorial](#)

Rating: 800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[froggyzhang's solution](#)

54.

1593A

[Elections](#) · [Tutorial](#)

Quality: 41,542 global accepts · Rating: 800 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math
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55.

1598A

[Computer Game](#) · [Tutorial](#)

Quality: 25,642 global accepts · Rating: 800 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, implementation
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56.

1481A

[Space Navigation](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
[froggyzhang's solution](#)

57.

1594A

[Consecutive Sum Riddle](#) · [Tutorial](#)

Quality: 27,119 global accepts · Rating: 800 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

58.

1592A

[Gamer Hemose](#) · [Tutorial](#)

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59.

1581A

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60.

1579A

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61.

1472B

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62.

1472A

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63.

1574A

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[froggyzhang's solution](#)

64.

1573A

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Quality: 21,953 global accepts · Rating: 800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy
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65.

1569A

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[froggyzhang's solution](#)

66.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

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[froggyzhang's solution](#)

67.

1566A

[Median Maximization](#) · [Tutorial](#)

Quality: 25,372 global accepts · Rating: 800 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[froggyzhang's solution](#)

68.

1567A

[Domino Disaster](#) · [Tutorial](#)

Quality: 31,717 global accepts · Rating: 800 · first AC: 2021-09-05 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings
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69.

1556A

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70.

1207A

[There Are Two Types Of Burgers](#) · [Tutorial](#)

Quality: 23,388 global accepts · Rating: 800 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math
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71.

1527A

[And Then There Were K](#) · [Tutorial](#)

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72.

1562A

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Quality: 26,366 global accepts · Rating: 800 · first AC: 2021-08-26 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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73.

1560C

[Infinity Table](#) · [Tutorial](#)

Quality: 27,995 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
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74.

1561A

[Simply Strange Sort](#) · [Tutorial](#)

Quality: 17,168 global accepts · Rating: 800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, sortings
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75.

1490A

[Dense Array](#) · [Tutorial](#)

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76.

1560B

[Who's Opposite?](#) · [Tutorial](#)

Quality: 38,802 global accepts · Rating: 800 · first AC: 2021-08-18 · last AC: 2021-08-23 · C++17 (GCC 9-64) (first AC) · Tags: math
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77.

1560A

[Dislike of Threes](#) · [Tutorial](#)

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78.

12A

[Super Agent](#) · [Tutorial](#)

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79.

1553A

[Digits Sum](#) · [Tutorial](#)

Quality: 34,264 global accepts · Rating: 800 · first AC: 2021-07-25 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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80.

1557A

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

Quality: 29,147 global accepts · Rating: 800 · first AC: 2021-08-09 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, sortings
[froggyzhang's solution](#)

81.

1549B

[Gregor and the Pawn Game](#) · [Tutorial](#)

Quality: 26,824 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation
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82.

1549A

[Gregor and Cryptography](#) · [Tutorial](#)

Quality: 35,563 global accepts · Rating: 800 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
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83.

1551A

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

Quality: 58,352 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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84.

1551B1

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Quality: 31,324 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings
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85.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

86.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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87.

1552A

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Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-08-02 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: sortings, strings
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88.

1554A

[Cherry](#) · [Tutorial](#)

Quality: 31,388 global accepts · Rating: 800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[froggyzhang's solution](#)

89.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,460 global accepts · Rating: 800 · first AC: 2021-07-15 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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90.

1541A

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

Quality: 30,716 global accepts · Rating: 800 · first AC: 2021-07-13 · PyPy 3 (first AC) · Tags: constructive algorithms, greedy, implementation
[froggyzhang's solution](#)

91.

1547B

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Quality: 27,901 global accepts · Rating: 800 · first AC: 2021-07-11 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings
[froggyzhang's solution](#)

92.

1547A

[Shortest Path with Obstacle](#) · [Tutorial](#)

Quality: 32,287 global accepts · Rating: 800 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

93.

1542A

[Odd Set](#) · [Tutorial](#)

Quality: 51,633 global accepts · Rating: 800 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math
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94.

1529A

[Eshag Loves Big Arrays](#) · [Tutorial](#)

Quality: 31,026 global accepts · Rating: 800 · first AC: 2021-07-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
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95.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: dp, implementation, strings
[froggyzhang's solution](#)

96.

1537A

[Arithmetic Array](#) · [Tutorial](#)

Quality: 40,982 global accepts · Rating: 800 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
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97.

1506A

[Strange Table](#) · [Tutorial](#)

Quality: 32,435 global accepts · Rating: 800 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: math
[froggyzhang's solution](#)

98.

1534A

[Colour the Flag](#) · [Tutorial](#)

Quality: 13,175 global accepts · Rating: 800 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[froggyzhang's solution](#)

99.

1538B

[Friends and Candies](#) · [Tutorial](#)

Quality: 33,536 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

100.

1538A

[Stone Game](#) · [Tutorial](#)

Quality: 40,401 global accepts · Rating: 800 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy
[froggyzhang's solution](#)

101.

1536A

[Omkar and Bad Story](#) · [Tutorial](#)

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms
[froggyzhang's solution](#)

102.

1526A

[Mean Inequality](#) · [Tutorial](#)

Quality: 25,017 global accepts · Rating: 800 · first AC: 2021-05-28 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings
[froggyzhang's solution](#)

103.

1525A

[Potion-making](#) · [Tutorial](#)

Quality: 27,002 global accepts · Rating: 800 · first AC: 2021-05-16 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

104.

1523A

[Game of Life](#) · [Tutorial](#)

Quality: 14,056 global accepts · Rating: 800 · first AC: 2021-05-30 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

105.

1535A

[Fair Playoff](#) · [Tutorial](#)

Quality: 57,152 global accepts · Rating: 800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

106.

1028A

[Find Square](#) · [Tutorial](#)

Quality: 11,522 global accepts · Rating: 800 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

107.

1512B

[Almost Rectangle](#) · [Tutorial](#)

Quality: 26,528 global accepts · Rating: 800 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

108.

1512A

[Spy Detected!](#) · [Tutorial](#)

Quality: 80,092 global accepts · Rating: 800 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

109.

1520B

[Ordinary Numbers](#) · [Tutorial](#)

Quality: 49,630 global accepts · Rating: 800 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[froggyzhang's solution](#)

110.

1520A

[Do Not Be Distracted!](#) · [Tutorial](#)

Quality: 58,454 global accepts · Rating: 800 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

111.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

112.

1517A

[Sum of 2050](#) · [Tutorial](#)

Quality: 26,881 global accepts · Rating: 800 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

113.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-16 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms,

implementation

[froggyzhang's solution](#)

114.

1514A

[Perfectly Imperfect Array](#) · [Tutorial](#)

Quality: 25,368 global accepts · Rating: 800 · first AC: 2021-04-20 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

115.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-04-22 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[froggyzhang's solution](#)

116.

22A

[Second Order Statistics](#) · [Tutorial](#)

Quality: 27,084 global accepts · Rating: 800 · first AC: 2021-04-06 · last AC: 2021-04-06 · GNU C++11 (first AC) · Tags: brute force

[froggyzhang's solution](#)

117.

1504A

[Déjà Vu](#) · [Tutorial](#)

Quality: 22,802 global accepts · Rating: 800 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, strings

[froggyzhang's solution](#)

118.

1498A

[GCD Sum](#) · [Tutorial](#)

Quality: 24,711 global accepts · Rating: 800 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, math

[froggyzhang's solution](#)

119.

1497A

[Meximization](#) · [Tutorial](#)

Quality: 26,090 global accepts · Rating: 800 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, sortings

[froggyzhang's solution](#)

120.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

121.

1491A

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

Quality: 19,026 global accepts · Rating: 800 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[froggyzhang's solution](#)

122.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

123.

1487A

[Arena](#) · [Tutorial](#)

Quality: 27,530 global accepts · Rating: 800 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[froggyzhang's solution](#)

124.

1450A

[Avoid Trygub](#) · [Tutorial](#)

Quality: 18,487 global accepts · Rating: 800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[froggyzhang's solution](#)

125.

1468E

[Four Segments](#) · [Tutorial](#)

Quality: 9,818 global accepts · Rating: 800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy
[froggyzhang's solution](#)

126.

1451A

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

Quality: 25,281 global accepts · Rating: 800 · first AC: 2020-11-28 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

127.

1457A

[Prison Break](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

128.

1454B

[Unique Bid Auction](#) · [Tutorial](#)

Quality: 30,041 global accepts · Rating: 800 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: implementation
[froggyzhang's solution](#)

129.

1454A

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

Quality: 44,057 global accepts · Rating: 800 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, probabilities
[froggyzhang's solution](#)

130.

996A

[Hit the Lottery](#) · [Tutorial](#)

Quality: 118,357 global accepts · Rating: 800 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

131.

992A

[Nastya and an Array](#) · [Tutorial](#)

Quality: 14,316 global accepts · Rating: 800 · first AC: 2020-11-19 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[froggyzhang's solution](#)

132.

1440A

[Buy the String](#) · [Tutorial](#)

Quality: 20,378 global accepts · Rating: 800 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

133.

1447A

[Add Candies](#) · [Tutorial](#)

Quality: 14,451 global accepts · Rating: 800 · first AC: 2020-11-16 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

134.

935A

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

Quality: 47,233 global accepts · Rating: 800 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation
[froggyzhang's solution](#)

135.

1438A

[Specific Tastes of Andre](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 800 · first AC: 2020-11-16 · last AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

136.

1031A

[Golden Plate](#) · [Tutorial](#)

Quality: 13,396 global accepts · Rating: 800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

137.

1072A

[Golden Plate](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

138.

1162A

[Zoning Restrictions Again](#) · [Tutorial](#)

Quality: 8,751 global accepts · Rating: 800 · first AC: 2020-11-11 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[froggyzhang's solution](#)

139.

1443A

[Kids Seating](#) · [Tutorial](#)

Quality: 16,682 global accepts · Rating: 800 · first AC: 2020-11-04 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

140.

1445A

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

Quality: 20,360 global accepts · Rating: 800 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

141.

1437A

[Marketing Scheme](#) · [Tutorial](#)

Quality: 18,466 global accepts · Rating: 800 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math
[froggyzhang's solution](#)

142.

1413A

[Finding Sasuke](#) · [Tutorial](#)

Quality: 15,292 global accepts · Rating: 800 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

143.

1436A

[Reorder](#) · [Tutorial](#)

Quality: 23,547 global accepts · Rating: 800 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: math
[froggyzhang's solution](#)

144.

1435A

[Finding Sasuke](#) · [Tutorial](#)

Rating: 800 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

145.

1433B

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

Quality: 29,855 global accepts · Rating: 800 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

146.

1433A

[Boring Apartments](#) · [Tutorial](#)

Quality: 62,643 global accepts · Rating: 800 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

147.

1421A

[XORwice](#) · [Tutorial](#)

Quality: 35,467 global accepts · Rating: 800 · first AC: 2020-10-23 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[froggyzhang's solution](#)

148.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: math

[froggyzhang's solution](#)

149.

1417A

[Copy-paste](#) · [Tutorial](#)

Quality: 18,722 global accepts · Rating: 800 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

150.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

151.

1426A

[Floor Number](#) · [Tutorial](#)

Quality: 54,957 global accepts · Rating: 800 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

152.

1385B

[Restore the Permutation by Merger](#) · [Tutorial](#)

Quality: 39,581 global accepts · Rating: 800 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy

[froggyzhang's solution](#)

153.

1385A

[Three Pairwise Maximums](#) · [Tutorial](#)

Quality: 43,337 global accepts · Rating: 800 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

154.

1405A

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

Quality: 21,907 global accepts · Rating: 800 · first AC: 2020-09-08 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

155.

1409A

[Yet Another Two Integers Problem](#) · [Tutorial](#)

Quality: 80,419 global accepts · Rating: 800 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

156.

1397A

[Juggling Letters](#) · [Tutorial](#)

Quality: 29,832 global accepts · Rating: 800 · first AC: 2020-08-31 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: greedy, strings
[froggyzhang's solution](#)

157.

1400A

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

Quality: 27,967 global accepts · Rating: 800 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, strings
[froggyzhang's solution](#)

158.

1392B

[Omkar and Infinity Clock](#) · [Tutorial](#)

Quality: 18,891 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

159.

1392A

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

Quality: 21,744 global accepts · Rating: 800 · first AC: 2020-08-22 · GNU C++11 (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

160.

1398B

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

Quality: 25,902 global accepts · Rating: 800 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: games, greedy, sortings
[froggyzhang's solution](#)

161.

1398A

[Bad Triangle](#) · [Tutorial](#)

Quality: 28,788 global accepts · Rating: 800 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: geometry, math
[froggyzhang's solution](#)

162.

1391A

[Subarrays](#) · [Tutorial](#)

Quality: 25,062 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

163.

1391B

[Fix You](#) · [Tutorial](#)

Quality: 29,783 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[froggyzhang's solution](#)

164.

1393A

[Rainbow Dash, Fluttershy and Chess Coloring](#) · [Tutorial](#)

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

165.

1399B

[Gifts Fixing](#) · [Tutorial](#)

Quality: 46,809 global accepts · Rating: 800 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy
[froggyzhang's solution](#)

166.

1399A

[Remove Smallest](#) · [Tutorial](#)

Quality: 80,588 global accepts · Rating: 800 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

167.

1388A

[Captain Flint and Crew Recruitment](#) · [Tutorial](#)

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[froggyzhang's solution](#)

168.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,874 global accepts · Rating: 800 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[froggyzhang's solution](#)

169.

1382A

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

Quality: 27,360 global accepts · Rating: 800 · first AC: 2020-07-23 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: brute force
[froggyzhang's solution](#)

170.

1372A

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

Quality: 33,481 global accepts · Rating: 800 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

171.

1374A

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

Quality: 64,178 global accepts · Rating: 800 · first AC: 2020-06-30 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: math
[froggyzhang's solution](#)

172.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: geometry, math
[froggyzhang's solution](#)

173.

1370A

[Maximum GCD](#) · [Tutorial](#)

Quality: 64,465 global accepts · Rating: 800 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory
[froggyzhang's solution](#)

174.

1368A

[C+=](#) · [Tutorial](#)

Quality: 46,252 global accepts · Rating: 800 · first AC: 2020-06-22 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation, math
[froggyzhang's solution](#)

175.

4A

[Watermelon](#) · [Tutorial](#)

Quality: 687,768 global accepts · Rating: 800 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: brute force, math

[froggyzhang's solution](#)

176.

1358A

[Park Lighting](#) · [Tutorial](#)

Quality: 43,188 global accepts · Rating: 800 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

177.

1345A

[Puzzle Pieces](#) · [Tutorial](#)

Quality: 24,827 global accepts · Rating: 800 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

178.

1348A

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

Quality: 42,848 global accepts · Rating: 800 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

179.

9A

[Die Roll](#) · [Tutorial](#)

Quality: 69,668 global accepts · Rating: 800 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: math, probabilities

[froggyzhang's solution](#)

180.

1337A

[Ichihime and Triangle](#) · [Tutorial](#)

Quality: 42,909 global accepts · Rating: 800 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

181.

1335A

[Candies and Two Sisters](#) · [Tutorial](#)

Quality: 104,789 global accepts · Rating: 800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

182.

802G1

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

Quality: 8,140 global accepts · Rating: 800 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

183.

1328A

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

Quality: 131,897 global accepts · Rating: 800 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

184.

1325A

[EhAb AnD gCd](#) · [Tutorial](#)

Quality: 46,202 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[froggyzhang's solution](#)

185.

1325B

[CopyCopyCopyCopyCopy](#) · [Tutorial](#)

Quality: 38,823 global accepts · Rating: 800 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

186.

1312A

[Two Regular Polygons](#) · [Tutorial](#)

Quality: 27,543 global accepts · Rating: 800 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: geometry, greedy, math, number theory

[froggyzhang's solution](#)

187.

1323A

[Even Subset Sum Problem](#) · [Tutorial](#)

Quality: 20,891 global accepts · Rating: 800 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[froggyzhang's solution](#)

188.

1305A

[Kuroni and the Gifts](#) · [Tutorial](#)

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings

[froggyzhang's solution](#)

189.

1304A

[Two Rabbits](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

190.

1284A

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

Quality: 18,594 global accepts · Rating: 800 · first AC: 2020-01-04 · last AC: 2020-01-07 · GNU C++11 (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

191.

1271A

[Suits](#) · [Tutorial](#)

Quality: 15,676 global accepts · Rating: 800 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

192.

1228A

[Distinct Digits](#) · [Tutorial](#)

Quality: 23,293 global accepts · Rating: 800 · first AC: 2019-09-29 · last AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

193.

1209A

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

Quality: 12,841 global accepts · Rating: 800 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

194.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · last AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation

[froggyzhang's solution](#)

195.

78A

[Haiku](#) · [Tutorial](#)

Quality: 15,435 global accepts · Rating: 800 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

196.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,866 global accepts · Rating: 900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings

[froggyzhang's solution](#)

197.

1679A

[AvtoBus](#) · [Tutorial](#)

Quality: 40,166 global accepts · Rating: 900 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

[froggyzhang's solution](#)

198.

1617B

[GCD Problem](#) · [Tutorial](#)

Quality: 26,829 global accepts · Rating: 900 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[froggyzhang's solution](#)

199.

1609A

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

Quality: 18,895 global accepts · Rating: 900 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[froggyzhang's solution](#)

200.

1584C

[Two Arrays](#) · [Tutorial](#)

Quality: 17,704 global accepts · Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings

[froggyzhang's solution](#)

201.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)

202.

1612B

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

Quality: 18,432 global accepts · Rating: 900 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

203.

1606A

[AB Balance](#) · [Tutorial](#)

Quality: 37,480 global accepts · Rating: 900 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: strings

[froggyzhang's solution](#)

204.

1582B

[Luntik and Subsequences](#) · [Tutorial](#)

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

205.

1593B

[Make it Divisible by 25](#) · [Tutorial](#)

Quality: 40,644 global accepts · Rating: 900 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, math

[froggyzhang's solution](#)

206.

768A

[Oath of the Night's Watch](#) · [Tutorial](#)

Quality: 30,842 global accepts · Rating: 900 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[froggyzhang's solution](#)

207.

1475B

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

Quality: 57,244 global accepts · Rating: 900 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[froggyzhang's solution](#)

208.

1475A

[Odd Divisor](#) · [Tutorial](#)

Quality: 86,808 global accepts · Rating: 900 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

209.

1208A

[XORinacci](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)

210.

1238A

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

Quality: 28,059 global accepts · Rating: 900 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

211.

1559A

[Mocha and Math](#) · [Tutorial](#)

Quality: 45,582 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[froggyzhang's solution](#)

212.

1559B

[Mocha and Red and Blue](#) · [Tutorial](#)

Quality: 24,137 global accepts · Rating: 900 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

213.

1555A

[PizzaForces](#) · [Tutorial](#)

Quality: 30,345 global accepts · Rating: 900 · first AC: 2021-07-31 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[froggyzhang's solution](#)

214.

1543A

[Exciting Bets](#) · [Tutorial](#)

Quality: 40,948 global accepts · Rating: 900 · first AC: 2021-07-09 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory

[froggyzhang's solution](#)

215.

1543B

[Customising the Track](#) · [Tutorial](#)

Quality: 24,477 global accepts · Rating: 900 · first AC: 2021-07-09 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math

[froggyzhang's solution](#)

216.

1537B

[Bad Boy](#) · [Tutorial](#)

Quality: 42,301 global accepts · Rating: 900 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

217.

1525B

[Permutation Sort](#) · [Tutorial](#)

Quality: 26,659 global accepts · Rating: 900 · first AC: 2021-05-16 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

218.

1535B

[Array Reodering](#) · [Tutorial](#)

Quality: 34,199 global accepts · Rating: 900 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory, sortings

[froggyzhang's solution](#)

219.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,317 global accepts · Rating: 900 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

220.

1505A

[Is it rated - 2](#) · [Tutorial](#)

Quality: 16,088 global accepts · Rating: 900 · first AC: 2021-04-01 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: *special, implementation, interactive

[froggyzhang's solution](#)

221.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

222.

1451B

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

Quality: 20,213 global accepts · Rating: 900 · first AC: 2020-11-28 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation, strings

[froggyzhang's solution](#)

223.

1011A

[Stages](#) · [Tutorial](#)

Quality: 13,265 global accepts · Rating: 900 · first AC: 2020-11-17 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[froggyzhang's solution](#)

224.

1008A

[Romaji](#) · [Tutorial](#)

Quality: 16,360 global accepts · Rating: 900 · first AC: 2020-11-17 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

225.

1440B

[Sum of Medians](#) · [Tutorial](#)

Quality: 30,327 global accepts · Rating: 900 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

226.

935B

[Fafa and the Gates](#) · [Tutorial](#)

Quality: 12,418 global accepts · Rating: 900 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

227.

1032A

[Kitchen Utensils](#) · [Tutorial](#)

Quality: 7,336 global accepts · Rating: 900 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: —

[froggyzhang's solution](#)

228.

1079A

[Kitchen Utensils](#) · [Tutorial](#)

Rating: 900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[froggyzhang's solution](#)

229.

1197A

[DIY Wooden Ladder](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 900 · first AC: 2020-11-10 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math, sortings

[froggyzhang's solution](#)

230.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

231.

1436B

[Prime Square](#) · [Tutorial](#)

Quality: 21,724 global accepts · Rating: 900 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

232.

1433C

[Dominant Piranha](#) · [Tutorial](#)

Quality: 28,606 global accepts · Rating: 900 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

233.

1426B

[Symmetric Matrix](#) · [Tutorial](#)

Quality: 21,801 global accepts · Rating: 900 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[froggyzhang's solution](#)

234.

1419A

[Digit Game](#) · [Tutorial](#)

Quality: 20,526 global accepts · Rating: 900 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[froggyzhang's solution](#)

235.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: math, sortings

[froggyzhang's solution](#)

236.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

237.

1401A

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

Quality: 28,635 global accepts · Rating: 900 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

238.

1380A

[Three Indices](#) · [Tutorial](#)

Quality: 40,068 global accepts · Rating: 900 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, data structures

[froggyzhang's solution](#)

239.

1374B

[Multiply by 2, divide by 6](#) · [Tutorial](#)

Quality: 71,579 global accepts · Rating: 900 · first AC: 2020-06-30 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

240.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,673 global accepts · Rating: 900 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: games

[froggyzhang's solution](#)

241.

1350A

[Orac and Factors](#) · [Tutorial](#)

Quality: 27,380 global accepts · Rating: 900 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

242.

1341A

[Nastya and Rice](#) · [Tutorial](#)

Quality: 30,429 global accepts · Rating: 900 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

243.

1337B

[Kana and Dragon Quest game](#) · [Tutorial](#)

Quality: 36,863 global accepts · Rating: 900 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

244.

1335B

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

Quality: 42,598 global accepts · Rating: 900 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

245.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,208 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math

[froggyzhang's solution](#)

246.

1330A

[Dreamoon and Ranking Collection](#) · [Tutorial](#)

Quality: 19,461 global accepts · Rating: 900 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: implementation

[froggyzhang's solution](#)

247.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

248.

1324A

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

Quality: 27,314 global accepts · Rating: 900 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: implementation, number theory

[froggyzhang's solution](#)

249.

1321A

[Contest for Robots](#) · [Tutorial](#)

Quality: 14,990 global accepts · Rating: 900 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: greedy

[froggyzhang's solution](#)

250.

1313A

[Fast Food Restaurant](#) · [Tutorial](#)

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation

[froggyzhang's solution](#)

251.

1225A

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

Quality: 16,623 global accepts · Rating: 900 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

252.

1247A

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

Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

253.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,020 global accepts · Rating: 900 · first AC: 2019-10-20 · last AC: 2019-10-26 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[froggyzhang's solution](#)

254.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,520 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[froggyzhang's solution](#)

255.

2000C

[Numeric String Template](#) · [Tutorial](#)

Quality: 31,426 global accepts · Rating: 1000 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, strings

[froggyzhang's solution](#)

256.

2002B

[Removals Game](#) · [Tutorial](#)

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

[froggyzhang's solution](#)

257.

1691B

[Shoe Shuffling](#) · [Tutorial](#)

Quality: 35,309 global accepts · Rating: 1000 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[froggyzhang's solution](#)

258.

1659A

[Red Versus Blue](#) · [Tutorial](#)

Quality: 30,951 global accepts · Rating: 1000 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy,

implementation, math

[froggyzhang's solution](#)

259.

1620B

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

Quality: 31,473 global accepts · Rating: 1000 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math

[froggyzhang's solution](#)

260.

1614B

[Divan and a New Project](#) · [Tutorial](#)

Quality: 29,027 global accepts · Rating: 1000 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, sortings

[froggyzhang's solution](#)

261.

1611C

[Polycarp Recovers the Permutation](#) · [Tutorial](#)

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

262.

1584B

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

Quality: 14,352 global accepts · Rating: 1000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

263.

1605B

[Reverse Sort](#) · [Tutorial](#)

Quality: 19,333 global accepts · Rating: 1000 · first AC: 2021-11-12 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

264.

1593C

[Save More Mice](#) · [Tutorial](#)

Quality: 27,885 global accepts · Rating: 1000 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[froggyzhang's solution](#)

265.

1598B

[Groups](#) · [Tutorial](#)

Quality: 16,938 global accepts · Rating: 1000 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

266.

1579E1

[Permutation Minimization by Deque](#) · [Tutorial](#)

Quality: 25,200 global accepts · Rating: 1000 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

267.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-09-09 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

268.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[froggyzhang's solution](#)

269.

1567B

[MEXor Mixup](#) · [Tutorial](#)

Quality: 32,933 global accepts · Rating: 1000 · first AC: 2021-09-05 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy

[froggyzhang's solution](#)

270.

1140A

[Detective Book](#) · [Tutorial](#)

Quality: 12,808 global accepts · Rating: 1000 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

271.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

272.

1266A

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

Quality: 17,511 global accepts · Rating: 1000 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math

[froggyzhang's solution](#)

273.

1562B

[Scenes From a Memory](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 1000 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, math, number theory

[froggyzhang's solution](#)

274.

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math

[froggyzhang's solution](#)

275.

1550B

[Maximum Cost Deletion](#) · [Tutorial](#)

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-07-15 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

276.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,526 global accepts · Rating: 1000 · first AC: 2021-06-24 · GNU C++11 (first AC) · Tags: combinatorics, geometry, greedy, math

[froggyzhang's solution](#)

277.

1506C

[Double-ended Strings](#) · [Tutorial](#)

Quality: 35,622 global accepts · Rating: 1000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[froggyzhang's solution](#)

278.

1520C

[Not Adjacent Matrix](#) · [Tutorial](#)

Quality: 34,539 global accepts · Rating: 1000 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

279.

1521A

[Nastia and Nearly Good Numbers](#) · [Tutorial](#)

Quality: 42,041 global accepts · Rating: 1000 · first AC: 2021-05-08 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

280.

1515B

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

Quality: 27,063 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory

[froggyzhang's solution](#)

281.

1485A

[Add and Divide](#) · [Tutorial](#)

Quality: 33,141 global accepts · Rating: 1000 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[froggyzhang's solution](#)

282.

1476A

[K-divisible Sum](#) · [Tutorial](#)

Quality: 44,884 global accepts · Rating: 1000 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math

[froggyzhang's solution](#)

283.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,038 global accepts · Rating: 1000 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy

[froggyzhang's solution](#)

284.

1008B

[Turn the Rectangles](#) · [Tutorial](#)

Quality: 12,563 global accepts · Rating: 1000 · first AC: 2020-11-17 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

285.

1447B

[Numbers Box](#) · [Tutorial](#)

Quality: 26,446 global accepts · Rating: 1000 · first AC: 2020-11-16 · last AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

286.

1438B

[Valerii Against Everyone](#) · [Tutorial](#)

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2020-11-16 · last AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[froggyzhang's solution](#)

287.

1020A

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

Quality: 9,453 global accepts · Rating: 1000 · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: math

[froggyzhang's solution](#)

288.

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2020-11-15 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs

[froggyzhang's solution](#)

289.

1036A

[Function Height](#) · [Tutorial](#)

Quality: 10,583 global accepts · Rating: 1000 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[froggyzhang's solution](#)

290.

1195B

[Sport Mafia](#) · [Tutorial](#)

Quality: 21,958 global accepts · Rating: 1000 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[froggyzhang's solution](#)

291.

1195A

[Drinks Choosing](#) · [Tutorial](#)

Quality: 14,200 global accepts · Rating: 1000 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

292.

1197B

[Pillars](#) · [Tutorial](#)

Quality: 14,510 global accepts · Rating: 1000 · first AC: 2020-11-10 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

293.

887A

[Div. 64](#) · [Tutorial](#)

Quality: 11,945 global accepts · Rating: 1000 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[froggyzhang's solution](#)

294.

1419D1

[Sage's Birthday \(easy version\)](#) · [Tutorial](#)

Quality: 26,386 global accepts · Rating: 1000 · first AC: 2020-09-29 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, sortings
[froggyzhang's solution](#)

295.

1418A

[Buying Torches](#) · [Tutorial](#)

Quality: 33,846 global accepts · Rating: 1000 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: math
[froggyzhang's solution](#)

296.

1405B

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

Quality: 23,029 global accepts · Rating: 1000 · first AC: 2020-09-08 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

297.

1395A

[Boboniu Likes to Color Balls](#) · [Tutorial](#)

Quality: 25,495 global accepts · Rating: 1000 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

298.

1388B

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Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: greedy, math
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299.

1374C

[Move Brackets](#) · [Tutorial](#)

Quality: 63,915 global accepts · Rating: 1000 · first AC: 2020-06-30 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: greedy, strings
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300.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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301.

1182A

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Quality: 35,575 global accepts · Rating: 1000 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
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302.

1362A

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Quality: 34,079 global accepts · Rating: 1000 · first AC: 2020-06-05 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation
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303.

1358B

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Quality: 25,874 global accepts · Rating: 1000 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: greedy, sortings
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304.

1342A

[Road To Zero](#) · [Tutorial](#)

Quality: 46,415 global accepts · Rating: 1000 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: greedy, math
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305.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: constructive algorithms
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306.

1326A

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Quality: 32,678 global accepts · Rating: 1000 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory
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307.

862A

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Quality: 10,705 global accepts · Rating: 1000 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: greedy, implementation
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308.

1293B

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309.

1278A

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Quality: 18,292 global accepts · Rating: 1000 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: brute force, implementation, strings
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310.

1312B

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Quality: 39,049 global accepts · Rating: 1000 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings
[froggyzhang's solution](#)

311.

1277A

[Happy Birthday, Polycarp!](#) · [Tutorial](#)

Quality: 14,487 global accepts · Rating: 1000 · first AC: 2019-12-14 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: implementation
[froggyzhang's solution](#)

312.

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: math
[froggyzhang's solution](#)

313.

1252A

[Copying Homework](#) · [Tutorial](#)

Quality: 5,997 global accepts · Rating: 1000 · first AC: 2019-10-27 · last AC: 2019-10-30 · GNU C++11 (first AC) · Tags: —
[froggyzhang's solution](#)

314.

1225B1

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Quality: 12,518 global accepts · Rating: 1000 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: implementation
[froggyzhang's solution](#)

315.

1247B1

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Rating: 1000 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation
[froggyzhang's solution](#)

316.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · last AC: 2019-10-26 · GNU C++11 (first AC) · Tags: geometry, math
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317.

1215A

[Yellow Cards](#) · [Tutorial](#)

Quality: 12,183 global accepts · Rating: 1000 · first AC: 2019-09-15 · last AC: 2019-09-20 · GNU C++11 (first AC) · Tags: greedy, implementation, math
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318.

2004C

[Splitting Items](#) · [Tutorial](#)

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

319.

1991B

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

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[froggyzhang's solution](#)

320.

1995B1

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

Quality: 20,984 global accepts · Rating: 1100 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy,

sortings, two pointers

[froggyzhang's solution](#)

321.

1682B

[AND Sorting](#) · [Tutorial](#)

Quality: 26,402 global accepts · Rating: 1100 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, sortings

[froggyzhang's solution](#)

322.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, math

[froggyzhang's solution](#)

323.

1616B

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

Quality: 20,709 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, strings

[froggyzhang's solution](#)

324.

1623B

[Game on Ranges](#) · [Tutorial](#)

Quality: 14,665 global accepts · Rating: 1100 · first AC: 2021-12-28 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, implementation, sortings

[froggyzhang's solution](#)

325.

1609B

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

Quality: 12,147 global accepts · Rating: 1100 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

326.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,383 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers

[froggyzhang's solution](#)

327.

1606B

[Update Files](#) · [Tutorial](#)

Quality: 19,510 global accepts · Rating: 1100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

328.

1602B

[Divine Array](#) · [Tutorial](#)

Quality: 14,746 global accepts · Rating: 1100 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

329.

1593D1

[All are Same](#) · [Tutorial](#)

Quality: 21,803 global accepts · Rating: 1100 · first AC: 2021-10-13 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

330.

1481B

[New Colony](#) · [Tutorial](#)

Quality: 19,907 global accepts · Rating: 1100 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation
[froggyzhang's solution](#)

331.

1594B

[Special Numbers](#) · [Tutorial](#)

Quality: 22,136 global accepts · Rating: 1100 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math
[froggyzhang's solution](#)

332.

1579B

[Shifting Sort](#) · [Tutorial](#)

Quality: 18,887 global accepts · Rating: 1100 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings
[froggyzhang's solution](#)

333.

1472C

[Long Jumps](#) · [Tutorial](#)

Quality: 35,341 global accepts · Rating: 1100 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[froggyzhang's solution](#)

334.

1574B

[Combinatorics Homework](#) · [Tutorial](#)

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, greedy, math
[froggyzhang's solution](#)

335.

1566D1

[Seating Arrangements \(easy version\)](#) · [Tutorial](#)

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[froggyzhang's solution](#)

336.

1547C

[Pair Programming](#) · [Tutorial](#)

Quality: 24,416 global accepts · Rating: 1100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: greedy, two pointers
[froggyzhang's solution](#)

337.

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math
[froggyzhang's solution](#)

338.

1557B

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

Quality: 24,611 global accepts · Rating: 1100 · first AC: 2021-08-10 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

339.

1529B

[Sifid and Strange Subsequences](#) · [Tutorial](#)

Quality: 21,220 global accepts · Rating: 1100 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[froggyzhang's solution](#)

340.

1506B

[Partial Replacement](#) · [Tutorial](#)

Quality: 21,149 global accepts · Rating: 1100 · first AC: 2021-06-15 · GNU C++11 (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

341.

1534B

[Histogram Ugliness](#) · [Tutorial](#)

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

342.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-05-30 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

343.

1492B

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Quality: 20,398 global accepts · Rating: 1100 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[froggyzhang's solution](#)

344.

1457B

[Repainting Street](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy

[froggyzhang's solution](#)

345.

1413B

[A New Technique](#) · [Tutorial](#)

Quality: 12,013 global accepts · Rating: 1100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: implementation

[froggyzhang's solution](#)

346.

1435B

[A New Technique](#) · [Tutorial](#)

Rating: 1100 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

347.

1421B

[Putting Bricks in the Wall](#) · [Tutorial](#)

Quality: 13,474 global accepts · Rating: 1100 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

348.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, greedy, strings

[froggyzhang's solution](#)

349.

1417B

[Two Arrays](#) · [Tutorial](#)

Quality: 15,077 global accepts · Rating: 1100 · first AC: 2020-10-08 · GNU C++11 (first AC) · Tags: greedy, math, sortings

[froggyzhang's solution](#)

350.

1426C

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Quality: 20,544 global accepts · Rating: 1100 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, math

[froggyzhang's solution](#)

351.

1407A

[Ahahahahahahaha](#) · [Tutorial](#)

Quality: 21,392 global accepts · Rating: 1100 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

352.

1409B

[Minimum Product](#) · [Tutorial](#)

Quality: 30,923 global accepts · Rating: 1100 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

353.

1288B

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

Quality: 17,779 global accepts · Rating: 1100 · first AC: 2020-09-02 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

354.

1288A

[Deadline](#) · [Tutorial](#)

Quality: 19,316 global accepts · Rating: 1100 · first AC: 2020-09-02 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, brute force, math, ternary search

[froggyzhang's solution](#)

355.

1401B

[Ternary Sequence](#) · [Tutorial](#)

Quality: 21,778 global accepts · Rating: 1100 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

356.

1395B

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357.

1382B

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358.

1375A

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Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

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359.

1370B

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Quality: 25,015 global accepts · Rating: 1100 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

360.

1366A

[Shovels and Swords](#) · [Tutorial](#)

Quality: 32,997 global accepts · Rating: 1100 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: binary search, greedy, math

[froggyzhang's solution](#)

361.

1365A

[Matrix Game](#) · [Tutorial](#)

Quality: 25,046 global accepts · Rating: 1100 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: games, greedy, implementation

[froggyzhang's solution](#)

362.

1345B

[Card Constructions](#) · [Tutorial](#)

Quality: 28,241 global accepts · Rating: 1100 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, math

[froggyzhang's solution](#)

363.

1342B

[Binary Period](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1100 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[froggyzhang's solution](#)

364.

1335C

[Two Teams Composing](#) · [Tutorial](#)

Quality: 38,965 global accepts · Rating: 1100 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation, sortings

[froggyzhang's solution](#)

365.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,620 global accepts · Rating: 1100 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

366.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

367.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,865 global accepts · Rating: 1100 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

368.

1327A

[Sum of Odd Integers](#) · [Tutorial](#)

Quality: 45,732 global accepts · Rating: 1100 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

369.

1293A

[ConneR and the A.R.C. Markland-N](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1100 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[froggyzhang's solution](#)

370.

1324C

[Frog Jumps](#) · [Tutorial](#)

Quality: 30,513 global accepts · Rating: 1100 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, greedy, implementation

[froggyzhang's solution](#)

371.

1324B

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

Quality: 30,794 global accepts · Rating: 1100 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, strings

[froggyzhang's solution](#)

372.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings

[froggyzhang's solution](#)

373.

2189B

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

Quality: 15,309 global accepts · Rating: 1200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

374.

2041B

[Bowling Frame](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, math

[froggyzhang's solution](#)

375.

2041E

[Beautiful Array](#) · [Tutorial](#)

Quality: 9,882 global accepts · Rating: 1200 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

376.

2000D

[Right Left Wrong](#) · [Tutorial](#)

Quality: 28,837 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, two pointers

[froggyzhang's solution](#)

377.

2002C

[Black Circles](#) · [Tutorial](#)

Quality: 17,705 global accepts · Rating: 1200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, geometry, greedy, math

[froggyzhang's solution](#)

378.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,863 global accepts · Rating: 1200 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

379.

1681C

[Double Sort](#) · [Tutorial](#)

Quality: 18,731 global accepts · Rating: 1200 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[froggyzhang's solution](#)

380.

1679B

[Stone Age Problem](#) · [Tutorial](#)

Quality: 27,430 global accepts · Rating: 1200 · first AC: 2022-05-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[froggyzhang's solution](#)

381.

1657C

[Bracket Sequence Deletion](#) · [Tutorial](#)

Quality: 17,683 global accepts · Rating: 1200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

382.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[froggyzhang's solution](#)

383.

1635C

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

Quality: 25,129 global accepts · Rating: 1200 · first AC: 2022-02-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

384.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

385.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

386.

1582C

[Grandma Capa Knits a Scarf](#) · [Tutorial](#)

Quality: 23,649 global accepts · Rating: 1200 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[froggyzhang's solution](#)

387.

1154B

[Make Them Equal](#) · [Tutorial](#)

Quality: 17,660 global accepts · Rating: 1200 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

388.

1583B

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

Quality: 13,251 global accepts · Rating: 1200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees
[froggyzhang's solution](#)

389.

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, trees
[froggyzhang's solution](#)

390.

1598C

[Delete Two Elements](#) · [Tutorial](#)

Quality: 23,653 global accepts · Rating: 1200 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, math, two pointers
[froggyzhang's solution](#)

391.

1594C

[Make Them Equal](#) · [Tutorial](#)

Quality: 28,335 global accepts · Rating: 1200 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, strings
[froggyzhang's solution](#)

392.

1592B

[Hemose Shopping](#) · [Tutorial](#)

Quality: 17,161 global accepts · Rating: 1200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dsu, math, sortings

[froggyzhang's solution](#)

393.

1581B

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

Quality: 12,482 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math

[froggyzhang's solution](#)

394.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, games, greedy, sortings

[froggyzhang's solution](#)

395.

1140B

[Good String](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1200 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

396.

1140D

[Minimum Triangulation](#) · [Tutorial](#)

Quality: 13,167 global accepts · Rating: 1200 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[froggyzhang's solution](#)

397.

1207B

[Square Filling](#) · [Tutorial](#)

Quality: 13,759 global accepts · Rating: 1200 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[froggyzhang's solution](#)

398.

1527B1

[Palindrome Game \(easy version\)](#) · [Tutorial](#)

Quality: 34,398 global accepts · Rating: 1200 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[froggyzhang's solution](#)

399.

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, implementation

[froggyzhang's solution](#)

400.

1559C

[Mocha and Hiking](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 1200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[froggyzhang's solution](#)

401.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-25 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[froggyzhang's solution](#)

402.

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[froggyzhang's solution](#)

403.

1541B

[Pleasant Pairs](#) · [Tutorial](#)

Quality: 38,478 global accepts · Rating: 1200 · first AC: 2021-07-13 · PyPy 3 (first AC) · Tags: brute force, implementation, math, number theory

[froggyzhang's solution](#)

404.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

405.

1537C

[Challenging Cliffs](#) · [Tutorial](#)

Quality: 30,281 global accepts · Rating: 1200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

406.

1184A1

[Heidi Learns Hashing \(Easy\)](#) · [Tutorial](#)

Quality: 6,585 global accepts · Rating: 1200 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[froggyzhang's solution](#)

407.

1536B

[Prinzessin der Verurteilung](#) · [Tutorial](#)

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, strings

[froggyzhang's solution](#)

408.

1028B

[Unnatural Conditions](#) · [Tutorial](#)

Quality: 10,241 global accepts · Rating: 1200 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

409.

1512D

[Corrupted Array](#) · [Tutorial](#)

Quality: 24,532 global accepts · Rating: 1200 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

410.

1512C

[A-B Palindrome](#) · [Tutorial](#)

Quality: 21,708 global accepts · Rating: 1200 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[froggyzhang's solution](#)

411.

1520D

[Same Differences](#) · [Tutorial](#)

Quality: 64,473 global accepts · Rating: 1200 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

hashing, math

[froggyzhang's solution](#)

412.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[froggyzhang's solution](#)

413.

1514B

[AND 0, Sum Big](#) · [Tutorial](#)

Quality: 34,930 global accepts · Rating: 1200 · first AC: 2021-04-20 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math

[froggyzhang's solution](#)

414.

1510K

[King's Task](#) · [Tutorial](#)

Quality: 5,973 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, implementation

[froggyzhang's solution](#)

415.

1504B

[Flip the Bits](#) · [Tutorial](#)

Quality: 25,710 global accepts · Rating: 1200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

416.

1497C1

[k-LCM \(easy version\)](#) · [Tutorial](#)

Quality: 29,226 global accepts · Rating: 1200 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

417.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math, sortings

[froggyzhang's solution](#)

418.

802M1

[April Fools' Problem \(easy\)](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 1200 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

419.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, math

[froggyzhang's solution](#)

420.

1485B

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

Quality: 17,921 global accepts · Rating: 1200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: dp, implementation, math

[froggyzhang's solution](#)

421.

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

422.

1454C

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

Quality: 22,502 global accepts · Rating: 1200 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

423.

1011B

[Planning The Expedition](#) · [Tutorial](#)

Quality: 11,029 global accepts · Rating: 1200 · first AC: 2020-11-17 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation
[froggyzhang's solution](#)

424.

1032B

[Personalized Cup](#) · [Tutorial](#)

Quality: 5,145 global accepts · Rating: 1200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[froggyzhang's solution](#)

425.

1079B

[Personalized Cup](#) · [Tutorial](#)

Rating: 1200 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[froggyzhang's solution](#)

426.

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

427.

1433D

[Districts Connection](#) · [Tutorial](#)

Quality: 30,577 global accepts · Rating: 1200 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar
[froggyzhang's solution](#)

428.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation
[froggyzhang's solution](#)

429.

1419B

[Stairs](#) · [Tutorial](#)

Quality: 16,977 global accepts · Rating: 1200 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math
[froggyzhang's solution](#)

430.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,809 global accepts · Rating: 1200 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, math
[froggyzhang's solution](#)

431.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[froggyzhang's solution](#)

432.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: greedy

[froggyzhang's solution](#)

433.

1409C

[Yet Another Array Restoration](#) · [Tutorial](#)

Quality: 24,640 global accepts · Rating: 1200 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[froggyzhang's solution](#)

434.

1392C

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

Quality: 19,595 global accepts · Rating: 1200 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

435.

1399C

[Boats Competition](#) · [Tutorial](#)

Quality: 32,650 global accepts · Rating: 1200 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: brute force, greedy, two pointers

[froggyzhang's solution](#)

436.

1384A

[Common Prefixes](#) · [Tutorial](#)

Quality: 19,611 global accepts · Rating: 1200 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings

[froggyzhang's solution](#)

437.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

438.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, strings

[froggyzhang's solution](#)

439.

1364A

[XXXXX](#) · [Tutorial](#)

Quality: 31,362 global accepts · Rating: 1200 · first AC: 2020-06-14 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force, data structures, number theory, two pointers

[froggyzhang's solution](#)

440.

1362B

[Johnny and His Hobbies](#) · [Tutorial](#)

Quality: 21,042 global accepts · Rating: 1200 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force

[froggyzhang's solution](#)

441.

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: brute force,

implementation, math

[froggyzhang's solution](#)

442.

9C

[Hexadecimal's Numbers](#) · [Tutorial](#)

Quality: 14,346 global accepts · Rating: 1200 · first AC: 2020-04-23 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[froggyzhang's solution](#)

443.

1339B

[Sorted Adjacent Differences](#) · [Tutorial](#)

Quality: 28,342 global accepts · Rating: 1200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: constructive algorithms, sortings

[froggyzhang's solution](#)

444.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

445.

776B

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

Quality: 25,726 global accepts · Rating: 1200 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: constructive algorithms, number theory

[froggyzhang's solution](#)

446.

1328C

[Ternary XOR](#) · [Tutorial](#)

Quality: 33,082 global accepts · Rating: 1200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

447.

1327B

[Princesses and Princes](#) · [Tutorial](#)

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy

[froggyzhang's solution](#)

448.

645A

[Amity Assessment](#) · [Tutorial](#)

Quality: 3,781 global accepts · Rating: 1200 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[froggyzhang's solution](#)

449.

637B

[Chat Order](#) · [Tutorial](#)

Quality: 22,844 global accepts · Rating: 1200 · first AC: 2020-03-22 · GNU C++11 (first AC) · Tags: *special, binary search, constructive algorithms, data structures, sortings

[froggyzhang's solution](#)

450.

1203B

[Equal Rectangles](#) · [Tutorial](#)

Quality: 16,944 global accepts · Rating: 1200 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

451.

1305B

[Kuroni and Simple Strings](#) · [Tutorial](#)

Quality: 12,442 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[froggyzhang's solution](#)

452.

1277B

[Make Them Odd](#) · [Tutorial](#)

Quality: 17,044 global accepts · Rating: 1200 · first AC: 2019-12-14 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, number theory
[froggyzhang's solution](#)

453.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · last AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

454.

2206K

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

Quality: 1,423 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search
[froggyzhang's solution](#)

455.

2189C1

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

Quality: 13,897 global accepts · Rating: 1300 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math
[froggyzhang's solution](#)

456.

2073L

[Boarding Queue](#) · [Tutorial](#)

Quality: 1,779 global accepts · Rating: 1300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

457.

2041A

[The Bento Box Adventure](#) · [Tutorial](#)

Quality: 11,291 global accepts · Rating: 1300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[froggyzhang's solution](#)

458.

2023A

[Concatenation of Arrays](#) · [Tutorial](#)

Quality: 16,567 global accepts · Rating: 1300 · first AC: 2024-10-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[froggyzhang's solution](#)

459.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[froggyzhang's solution](#)

460.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[froggyzhang's solution](#)

461.

1659B

[Bit Flipping](#) · [Tutorial](#)

Quality: 12,031 global accepts · Rating: 1300 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, strings
[froggyzhang's solution](#)

462.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math
[froggyzhang's solution](#)

463.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math
[froggyzhang's solution](#)

464.

1617C

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

Quality: 15,997 global accepts · Rating: 1300 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, sortings
[froggyzhang's solution](#)

465.

1612C

[Chat Ban](#) · [Tutorial](#)

Quality: 25,806 global accepts · Rating: 1300 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math
[froggyzhang's solution](#)

466.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory
[froggyzhang's solution](#)

467.

1607D

[Blue-Red Permutation](#) · [Tutorial](#)

Quality: 18,123 global accepts · Rating: 1300 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings
[froggyzhang's solution](#)

468.

1601A

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

Quality: 21,091 global accepts · Rating: 1300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[froggyzhang's solution](#)

469.

1594E1

[Rubik's Cube Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 12,196 global accepts · Rating: 1300 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[froggyzhang's solution](#)

470.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-21 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings, ternary search
[froggyzhang's solution](#)

471.

1556B

[Take Your Places!](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

472.

1238B

[Kill `Em All](#) · [Tutorial](#)

Quality: 14,900 global accepts · Rating: 1300 · first AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

473.

1560D

[Make a Power of Two](#) · [Tutorial](#)

Quality: 19,458 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, strings
[froggyzhang's solution](#)

474.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

475.

1561C

[Deep Down Below](#) · [Tutorial](#)

Quality: 21,414 global accepts · Rating: 1300 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings
[froggyzhang's solution](#)

476.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-25 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings
[froggyzhang's solution](#)

477.

1555C

[Coin Rows](#) · [Tutorial](#)

Quality: 24,083 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, implementation
[froggyzhang's solution](#)

478.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2021-07-31 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[froggyzhang's solution](#)

479.

1547D

[Co-growing Sequence](#) · [Tutorial](#)

Quality: 18,588 global accepts · Rating: 1300 · first AC: 2021-07-10 · last AC: 2021-07-12 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy
[froggyzhang's solution](#)

480.

1538C

[Number of Pairs](#) · [Tutorial](#)

Quality: 34,399 global accepts · Rating: 1300 · first AC: 2021-06-10 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, data structures, math, two pointers
[froggyzhang's solution](#)

481.

1534C

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

Quality: 13,811 global accepts · Rating: 1300 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math
[froggyzhang's solution](#)

482.

330B

[Road Construction](#) · [Tutorial](#)

Quality: 19,387 global accepts · Rating: 1300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs
[froggyzhang's solution](#)

483.

1521B

[Nastia and a Good Array](#) · [Tutorial](#)

Quality: 22,930 global accepts · Rating: 1300 · first AC: 2021-05-08 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

484.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-04 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy

[froggyzhang's solution](#)

485.

1493B

[Planet Lapituletti](#) · [Tutorial](#)

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

486.

1470A

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

Quality: 29,388 global accepts · Rating: 1300 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: binary search, dp, greedy, sortings, two pointers

[froggyzhang's solution](#)

487.

1454D

[Number into Sequence](#) · [Tutorial](#)

Quality: 22,146 global accepts · Rating: 1300 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

488.

1008C

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

Rating: 1300 · first AC: 2020-11-17 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

489.

996B

[World Cup](#) · [Tutorial](#)

Quality: 9,899 global accepts · Rating: 1300 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[froggyzhang's solution](#)

490.

924A

[Mystical Mosaic](#) · [Tutorial](#)

Quality: 5,216 global accepts · Rating: 1300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

491.

957A

[Tritonic Iridescence](#) · [Tutorial](#)

Quality: 5,996 global accepts · Rating: 1300 · first AC: 2020-11-20 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

492.

1446A

[Knapsack](#) · [Tutorial](#)

Quality: 17,720 global accepts · Rating: 1300 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[froggyzhang's solution](#)

493.

957B

[Mystical Mosaic](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[froggyzhang's solution](#)

494.

1447C

[Knapsack](#) · [Tutorial](#)

Rating: 1300 · first AC: 2020-11-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[froggyzhang's solution](#)

495.

887B

[Cubes for Masha](#) · [Tutorial](#)

Quality: 5,955 global accepts · Rating: 1300 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

496.

1443B

[Saving the City](#) · [Tutorial](#)

Quality: 16,639 global accepts · Rating: 1300 · first AC: 2020-11-04 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, sortings

[froggyzhang's solution](#)

497.

1433E

[Two Round Dances](#) · [Tutorial](#)

Quality: 19,836 global accepts · Rating: 1300 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

498.

1425H

[Huge Boxes of Animal Toys](#) · [Tutorial](#)

Quality: 4,395 global accepts · Rating: 1300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

499.

1420C1

[Pokémon Army \(easy version\)](#) · [Tutorial](#)

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[froggyzhang's solution](#)

500.

1418B

[Negative Prefixes](#) · [Tutorial](#)

Quality: 17,558 global accepts · Rating: 1300 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

501.

1407B

[Big Vova](#) · [Tutorial](#)

Quality: 18,068 global accepts · Rating: 1300 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[froggyzhang's solution](#)

502.

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[froggyzhang's solution](#)

503.

1381A1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, strings

[froggyzhang's solution](#)

504.

1382C1

[Prefix Flip \(Easy Version\) · Tutorial](#)

Rating: 1300 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, strings

[froggyzhang's solution](#)

505.

1372B

[Omkar and Last Class of Math · Tutorial](#)

Quality: 36,388 global accepts · Rating: 1300 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[froggyzhang's solution](#)

506.

1373C

[Pluses and Minuses · Tutorial](#)

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

507.

1366B

[Shuffle · Tutorial](#)

Quality: 27,953 global accepts · Rating: 1300 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: math, two pointers

[froggyzhang's solution](#)

508.

1364B

[Most socially-distanced subsequence · Tutorial](#)

Quality: 26,177 global accepts · Rating: 1300 · first AC: 2020-06-14 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, two pointers

[froggyzhang's solution](#)

509.

1182B

[Plus from Picture · Tutorial](#)

Quality: 12,002 global accepts · Rating: 1300 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, implementation, strings

[froggyzhang's solution](#)

510.

1365B

[Trouble Sort · Tutorial](#)

Quality: 28,842 global accepts · Rating: 1300 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

511.

1341B

[Nastya and Door · Tutorial](#)

Quality: 21,093 global accepts · Rating: 1300 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

512.

1294C

[Product of Three Numbers · Tutorial](#)

Quality: 46,270 global accepts · Rating: 1300 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[froggyzhang's solution](#)

513.

1335D

[Anti-Sudoku](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 1300 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

514.

1328B

[K-th Beautiful String](#) · [Tutorial](#)

Quality: 32,044 global accepts · Rating: 1300 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, implementation, math
[froggyzhang's solution](#)

515.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math
[froggyzhang's solution](#)

516.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: greedy
[froggyzhang's solution](#)

517.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation
[froggyzhang's solution](#)

518.

1271B

[Blocks](#) · [Tutorial](#)

Quality: 12,098 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

519.

1225B2

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

Quality: 12,197 global accepts · Rating: 1300 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: implementation, two pointers
[froggyzhang's solution](#)

520.

1247B2

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

Rating: 1300 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: implementation, two pointers
[froggyzhang's solution](#)

521.

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: implementation, math, number theory
[froggyzhang's solution](#)

522.

2045C

[Saraga](#) · [Tutorial](#)

Quality: 7,214 global accepts · Rating: 1400 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings
[froggyzhang's solution](#)

523.

2038L

[Bridge Renovation](#) · [Tutorial](#)

Quality: 7,985 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, two pointers

[froggyzhang's solution](#)

524.

2038C

[DIY](#) · [Tutorial](#)

Quality: 6,923 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, geometry, greedy, sortings

[froggyzhang's solution](#)

525.

2038A

[Bonus Project](#) · [Tutorial](#)

Quality: 5,434 global accepts · Rating: 1400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[froggyzhang's solution](#)

526.

2000E

[Photoshoot for Gorillas](#) · [Tutorial](#)

Quality: 16,222 global accepts · Rating: 1400 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy, math

[froggyzhang's solution](#)

527.

1748B

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

Quality: 16,780 global accepts · Rating: 1400 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, strings

[froggyzhang's solution](#)

528.

1691C

[Sum of Substrings](#) · [Tutorial](#)

Quality: 17,221 global accepts · Rating: 1400 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[froggyzhang's solution](#)

529.

1682C

[LIS or Reverse LIS?](#) · [Tutorial](#)

Quality: 16,471 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

530.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[froggyzhang's solution](#)

531.

1679C

[Rooks Defenders](#) · [Tutorial](#)

Quality: 11,732 global accepts · Rating: 1400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[froggyzhang's solution](#)

532.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[froggyzhang's solution](#)

533.

1644C

[Increase Subarray Sums](#) · [Tutorial](#)

Quality: 15,002 global accepts · Rating: 1400 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation
[froggyzhang's solution](#)

534.

1609C

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

Quality: 10,458 global accepts · Rating: 1400 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, implementation, number theory, schedules, two pointers
[froggyzhang's solution](#)

535.

1605C

[Dominant Character](#) · [Tutorial](#)

Quality: 18,855 global accepts · Rating: 1400 · first AC: 2021-11-12 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, strings
[froggyzhang's solution](#)

536.

1606C

[Banknotes](#) · [Tutorial](#)

Quality: 15,210 global accepts · Rating: 1400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory
[froggyzhang's solution](#)

537.

1154C

[Gourmet Cat](#) · [Tutorial](#)

Quality: 11,539 global accepts · Rating: 1400 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

538.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation
[froggyzhang's solution](#)

539.

1579D

[Productive Meeting](#) · [Tutorial](#)

Quality: 18,422 global accepts · Rating: 1400 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[froggyzhang's solution](#)

540.

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

541.

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, sortings
[froggyzhang's solution](#)

542.

1475C

[Ball in Berland](#) · [Tutorial](#)

Quality: 27,203 global accepts · Rating: 1400 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math
[froggyzhang's solution](#)

543.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[froggyzhang's solution](#)

544.

1559D1

[Mocha and Diana \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,028 global accepts · Rating: 1400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, greedy, trees

[froggyzhang's solution](#)

545.

1490E

[Accidental Victory](#) · [Tutorial](#)

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[froggyzhang's solution](#)

546.

1551B2

[Wonderful Coloring - 2](#) · [Tutorial](#)

Quality: 16,663 global accepts · Rating: 1400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

547.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy

[froggyzhang's solution](#)

548.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[froggyzhang's solution](#)

549.

493B

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

Quality: 14,068 global accepts · Rating: 1400 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

550.

1506D

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

Quality: 25,534 global accepts · Rating: 1400 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

551.

843A

[Sorting by Subsequences](#) · [Tutorial](#)

Quality: 5,959 global accepts · Rating: 1400 · first AC: 2021-06-12 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, implementation, math, sortings

[froggyzhang's solution](#)

552.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,733 global accepts · Rating: 1400 · first AC: 2021-05-28 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory

[froggyzhang's solution](#)

553.

1535C

[Unstable String](#) · [Tutorial](#)

Quality: 17,724 global accepts · Rating: 1400 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, strings, two pointers

[froggyzhang's solution](#)

554.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2020-12-25 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[froggyzhang's solution](#)

555.

1520E

[Arranging The Sheep](#) · [Tutorial](#)

Quality: 28,609 global accepts · Rating: 1400 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

556.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

557.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[froggyzhang's solution](#)

558.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,104 global accepts · Rating: 1400 · first AC: 2021-04-16 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[froggyzhang's solution](#)

559.

1505C

[Fibonacci Words](#) · [Tutorial](#)

Quality: 6,704 global accepts · Rating: 1400 · first AC: 2021-04-01 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: *special, implementation

[froggyzhang's solution](#)

560.

1451C

[String Equality](#) · [Tutorial](#)

Quality: 17,293 global accepts · Rating: 1400 · first AC: 2020-11-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, hashing, implementation, strings

[froggyzhang's solution](#)

561.

995B

[Suit and Tie](#) · [Tutorial](#)

Quality: 7,445 global accepts · Rating: 1400 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

562.

996D

[Suit and Tie](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

563.

1162B

[Double Matrix](#) · [Tutorial](#)

Quality: 6,060 global accepts · Rating: 1400 · first AC: 2020-11-11 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[froggyzhang's solution](#)

564.

1195C

[Basketball Exercise](#) · [Tutorial](#)

Quality: 34,837 global accepts · Rating: 1400 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

565.

1197C

[Array Splitting](#) · [Tutorial](#)

Quality: 15,247 global accepts · Rating: 1400 · first AC: 2020-11-10 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings

[froggyzhang's solution](#)

566.

1443C

[The Delivery Dilemma](#) · [Tutorial](#)

Quality: 16,828 global accepts · Rating: 1400 · first AC: 2020-11-04 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, sortings

[froggyzhang's solution](#)

567.

1421C

[Palindromifier](#) · [Tutorial](#)

Quality: 13,542 global accepts · Rating: 1400 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, strings

[froggyzhang's solution](#)

568.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

569.

1425A

[Arena of Greed](#) · [Tutorial](#)

Quality: 7,216 global accepts · Rating: 1400 · first AC: 2020-09-27 · last AC: 2020-10-08 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[froggyzhang's solution](#)

570.

1425F

[Flamingoes of Mystery](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[froggyzhang's solution](#)

571.

1393B

[Applejack and Storages](#) · [Tutorial](#)

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

572.

1380C

[Create The Teams](#) · [Tutorial](#)

Quality: 22,710 global accepts · Rating: 1400 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[froggyzhang's solution](#)

573.

1380B

[Universal Solution](#) · [Tutorial](#)

Quality: 15,282 global accepts · Rating: 1400 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy

[froggyzhang's solution](#)

574.

1374D

[Zero Remainder Array](#) · [Tutorial](#)

Quality: 31,086 global accepts · Rating: 1400 · first AC: 2020-06-30 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: math, sortings, two pointers

[froggyzhang's solution](#)

575.

1375C

[Element Extermination](#) · [Tutorial](#)

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

576.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings, two pointers

[froggyzhang's solution](#)

577.

1370C

[Number Game](#) · [Tutorial](#)

Quality: 27,141 global accepts · Rating: 1400 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: games, math, number theory

[froggyzhang's solution](#)

578.

1362C

[Johnny and Another Rating Drop](#) · [Tutorial](#)

Quality: 23,703 global accepts · Rating: 1400 · first AC: 2020-06-11 · GNU C++11 (first AC) · Tags: bitmasks, greedy, math

[froggyzhang's solution](#)

579.

1365C

[Rotation Matching](#) · [Tutorial](#)

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

580.

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

581.

1350B

[Orac and Models](#) · [Tutorial](#)

Quality: 29,456 global accepts · Rating: 1400 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dp, math, number theory

[froggyzhang's solution](#)

582.

1348B

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

Quality: 27,487 global accepts · Rating: 1400 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[froggyzhang's solution](#)

583.

197B

[Limit](#) · [Tutorial](#)

Quality: 4,917 global accepts · Rating: 1400 · first AC: 2020-04-18 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

584.

1330B

[Dreamoon Likes Permutations](#) · [Tutorial](#)

Quality: 14,536 global accepts · Rating: 1400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

585.

1332B

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

Quality: 18,955 global accepts · Rating: 1400 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[froggyzhang's solution](#)

586.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[froggyzhang's solution](#)

587.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

588.

1324D

[Pair of Topics](#) · [Tutorial](#)

Quality: 34,090 global accepts · Rating: 1400 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings, two pointers

[froggyzhang's solution](#)

589.

1312C

[Adding Powers](#) · [Tutorial](#)

Quality: 18,348 global accepts · Rating: 1400 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: bitmasks, greedy, implementation, math, number theory, ternary search

[froggyzhang's solution](#)

590.

1320A

[Journey Planning](#) · [Tutorial](#)

Quality: 21,659 global accepts · Rating: 1400 · first AC: 2020-03-01 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, math, sortings

[froggyzhang's solution](#)

591.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-07 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[froggyzhang's solution](#)

592.

1276A

[As Simple as One and Two](#) · [Tutorial](#)

Quality: 12,950 global accepts · Rating: 1400 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

593.

1277C

[As Simple as One and Two](#) · [Tutorial](#)

Rating: 1400 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

594.

1228B

[Filling the Grid](#) · [Tutorial](#)

Quality: 11,890 global accepts · Rating: 1400 · first AC: 2019-09-29 · last AC: 2019-10-04 · GNU C++11 (first AC) · Tags: implementation, math
[froggyzhang's solution](#)

595.

1215B

[The Number of Products](#) · [Tutorial](#)

Quality: 18,349 global accepts · Rating: 1400 · first AC: 2019-09-15 · last AC: 2019-09-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation

[froggyzhang's solution](#)

596.

1200C

[Round Corridor](#) · [Tutorial](#)

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

[froggyzhang's solution](#)

597.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,569 global accepts · Rating: 1500 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

598.

1659C

[Line Empire](#) · [Tutorial](#)

Quality: 15,055 global accepts · Rating: 1500 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, implementation, math

[froggyzhang's solution](#)

599.

1630A

[And Matching](#) · [Tutorial](#)

Quality: 16,152 global accepts · Rating: 1500 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[froggyzhang's solution](#)

600.

1616C

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

Quality: 13,203 global accepts · Rating: 1500 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[froggyzhang's solution](#)

601.

1621B

[Integers Shop](#) · [Tutorial](#)

Quality: 14,552 global accepts · Rating: 1500 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[froggyzhang's solution](#)

602.

1614C

[Divan and bitwise operations](#) · [Tutorial](#)

Quality: 11,313 global accepts · Rating: 1500 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[froggyzhang's solution](#)

603.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, trees

[froggyzhang's solution](#)

604.

1154D

[Walking Robot](#) · [Tutorial](#)

Quality: 10,546 global accepts · Rating: 1500 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[froggyzhang's solution](#)

605.

1579C

[Ticks](#) · [Tutorial](#)

Quality: 11,656 global accepts · Rating: 1500 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[froggyzhang's solution](#)

606.

1569C

[Jury Meeting](#) · [Tutorial](#)

Quality: 13,353 global accepts · Rating: 1500 · first AC: 2021-09-09 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math
[froggyzhang's solution](#)

607.

1547E

[Air Conditioners](#) · [Tutorial](#)

Quality: 16,373 global accepts · Rating: 1500 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, shortest paths, sortings, two pointers
[froggyzhang's solution](#)

608.

1208B

[Uniqueness](#) · [Tutorial](#)

Quality: 11,664 global accepts · Rating: 1500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation, two pointers
[froggyzhang's solution](#)

609.

1207C

[Gas Pipeline](#) · [Tutorial](#)

Quality: 10,445 global accepts · Rating: 1500 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

610.

1562C

[Rings](#) · [Tutorial](#)

Quality: 14,310 global accepts · Rating: 1500 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

611.

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings
[froggyzhang's solution](#)

612.

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-25 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings, two pointers
[froggyzhang's solution](#)

613.

1551C

[Interesting Story](#) · [Tutorial](#)

Quality: 14,541 global accepts · Rating: 1500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, strings
[froggyzhang's solution](#)

614.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, greedy, sortings

[froggyzhang's solution](#)

615.

1545A

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

Quality: 14,882 global accepts · Rating: 1500 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[froggyzhang's solution](#)

616.

1542B

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

Quality: 26,537 global accepts · Rating: 1500 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

617.

743C

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

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[froggyzhang's solution](#)

618.

1506E

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

Quality: 14,194 global accepts · Rating: 1500 · first AC: 2021-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

619.

1538F

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

Quality: 22,215 global accepts · Rating: 1500 · first AC: 2021-06-10 · last AC: 2021-06-14 · GNU C++11 (first AC) · Tags: binary search, dp, math, number theory

[froggyzhang's solution](#)

620.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, hashing, number theory

[froggyzhang's solution](#)

621.

1526C1

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

Quality: 27,189 global accepts · Rating: 1500 · first AC: 2021-05-28 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy

[froggyzhang's solution](#)

622.

1515D

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

Quality: 12,820 global accepts · Rating: 1500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers

[froggyzhang's solution](#)

623.

1516B

[AGAGA XOOORRR](#) · [Tutorial](#)

Quality: 25,534 global accepts · Rating: 1500 · first AC: 2021-04-22 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy

[froggyzhang's solution](#)

624.

809A

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

Quality: 4,875 global accepts · Rating: 1500 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, sortings

[froggyzhang's solution](#)

625.

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[froggyzhang's solution](#)

626.

1487D

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

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, math, number theory

[froggyzhang's solution](#)

627.

1487C

[Minimum Ties](#) · [Tutorial](#)

Quality: 15,400 global accepts · Rating: 1500 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, greedy, implementation, math

[froggyzhang's solution](#)

628.

1010A

[Fly](#) · [Tutorial](#)

Quality: 9,004 global accepts · Rating: 1500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, math

[froggyzhang's solution](#)

629.

1439A1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

630.

1440C1

[Binary Table \(Easy Version\)](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

631.

1011C

[Fly](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math

[froggyzhang's solution](#)

632.

1031B

[Curiosity Has No Limits](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 1500 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: —

[froggyzhang's solution](#)

633.

1072B

[Curiosity Has No Limits](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[froggyzhang's solution](#)

634.

1147A

[Hide and Seek](#) · [Tutorial](#)

Quality: 5,588 global accepts · Rating: 1500 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: graphs

[froggyzhang's solution](#)

635.

1162C

[Hide and Seek](#) · [Tutorial](#)

Rating: 1500 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs, implementation

[froggyzhang's solution](#)

636.

1195D1

[Submarine in the Rybinsk Sea \(easy edition\)](#) · [Tutorial](#)

Quality: 8,199 global accepts · Rating: 1500 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[froggyzhang's solution](#)

637.

887C

[Solution for Cube](#) · [Tutorial](#)

Quality: 2,975 global accepts · Rating: 1500 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

638.

1444A

[Division](#) · [Tutorial](#)

Quality: 14,408 global accepts · Rating: 1500 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[froggyzhang's solution](#)

639.

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, combinatorics

[froggyzhang's solution](#)

640.

1416A

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

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, implementation, two pointers

[froggyzhang's solution](#)

641.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, implementation, math, two pointers

[froggyzhang's solution](#)

642.

1426D

[Non-zero Segments](#) · [Tutorial](#)

Quality: 17,600 global accepts · Rating: 1500 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[froggyzhang's solution](#)

643.

1419D2

[Sage's Birthday \(hard version\)](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1500 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: binary search, brute force, constructive

algorithms, greedy, sortings, two pointers

[froggyzhang's solution](#)

644.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2020-09-28 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[froggyzhang's solution](#)

645.

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,132 global accepts · Rating: 1500 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[froggyzhang's solution](#)

646.

1385D

[a-Good String](#) · [Tutorial](#)

Quality: 21,959 global accepts · Rating: 1500 · first AC: 2020-09-11 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, implementation

[froggyzhang's solution](#)

647.

1404A

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

Quality: 19,390 global accepts · Rating: 1500 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: implementation, strings

[froggyzhang's solution](#)

648.

1405C

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

Rating: 1500 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[froggyzhang's solution](#)

649.

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

650.

1397B

[Power Sequence](#) · [Tutorial](#)

Quality: 15,466 global accepts · Rating: 1500 · first AC: 2020-08-31 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, math, number theory, sortings

[froggyzhang's solution](#)

651.

1400C

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

Quality: 18,504 global accepts · Rating: 1500 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: 2-sat, brute force, constructive algorithms, greedy

[froggyzhang's solution](#)

652.

1391C

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

Quality: 16,027 global accepts · Rating: 1500 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, math

[froggyzhang's solution](#)

653.

1399D

[Binary String To Subsequences](#) · [Tutorial](#)

Quality: 19,901 global accepts · Rating: 1500 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive

algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

654.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,564 global accepts · Rating: 1500 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[froggyzhang's solution](#)

655.

1379B

[Dubious Crypto](#) · [Tutorial](#)

Quality: 13,180 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[froggyzhang's solution](#)

656.

1379A

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

Quality: 12,328 global accepts · Rating: 1500 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, implementation, strings

[froggyzhang's solution](#)

657.

1372C

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

Quality: 19,091 global accepts · Rating: 1500 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

658.

1368C

[Even Picture](#) · [Tutorial](#)

Quality: 14,031 global accepts · Rating: 1500 · first AC: 2020-06-22 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

659.

1368B

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

Quality: 21,427 global accepts · Rating: 1500 · first AC: 2020-06-22 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, strings

[froggyzhang's solution](#)

660.

1366C

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

Quality: 14,260 global accepts · Rating: 1500 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

661.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2020-05-06 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings

[froggyzhang's solution](#)

662.

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[froggyzhang's solution](#)

663.

409H

[A + B Strikes Back](#) · [Tutorial](#)

Quality: 9,488 global accepts · Rating: 1500 · first AC: 2020-04-26 · last AC: 2020-04-26 · GNU C++11 (first AC) · Tags: *special, brute force, constructive algorithms, dsu, implementation

[froggyzhang's solution](#)

664.

1338A

[Powered Addition](#) · [Tutorial](#)

Quality: 30,344 global accepts · Rating: 1500 · first AC: 2020-04-12 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

665.

1332C

[K-Complete Word](#) · [Tutorial](#)

Quality: 20,859 global accepts · Rating: 1500 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, greedy, implementation, strings

[froggyzhang's solution](#)

666.

1326D1

[Prefix-Suffix Palindrome \(Easy version\)](#) · [Tutorial](#)

Quality: 13,294 global accepts · Rating: 1500 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: hashing, string suffix structures, strings

[froggyzhang's solution](#)

667.

1325C

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

Quality: 17,156 global accepts · Rating: 1500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[froggyzhang's solution](#)

668.

1278B

[A and B](#) · [Tutorial](#)

Quality: 14,177 global accepts · Rating: 1500 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: greedy, math

[froggyzhang's solution](#)

669.

1323B

[Count Subrectangles](#) · [Tutorial](#)

Quality: 11,767 global accepts · Rating: 1500 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: binary search, greedy, implementation

[froggyzhang's solution](#)

670.

527C

[Glass Carving](#) · [Tutorial](#)

Quality: 7,534 global accepts · Rating: 1500 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation

[froggyzhang's solution](#)

671.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[froggyzhang's solution](#)

672.

1304C

[Air Conditioner](#) · [Tutorial](#)

Quality: 17,747 global accepts · Rating: 1500 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: dp, greedy, implementation, sortings, two pointers

[froggyzhang's solution](#)

673.

1299A

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

Quality: 12,551 global accepts · Rating: 1500 · first AC: 2020-02-09 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: brute force, greedy,

math

[froggyzhang's solution](#)

674.

1215C

[Swap Letters](#) · [Tutorial](#)

Quality: 11,936 global accepts · Rating: 1500 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

675.

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[froggyzhang's solution](#)

676.

264B

[Good Sequences](#) · [Tutorial](#)

Quality: 12,022 global accepts · Rating: 1500 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp, number theory
[froggyzhang's solution](#)

677.

1119C

[Ramesses and Corner Inversion](#) · [Tutorial](#)

Quality: 7,178 global accepts · Rating: 1500 · first AC: 2019-07-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[froggyzhang's solution](#)

678.

2052A

[Adrenaline Rush](#) · [Tutorial](#)

Quality: 4,240 global accepts · Rating: 1600 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

679.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,254 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths
[froggyzhang's solution](#)

680.

1748C

[Zero-Sum Prefixes](#) · [Tutorial](#)

Quality: 13,006 global accepts · Rating: 1600 · first AC: 2022-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation
[froggyzhang's solution](#)

681.

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive
[froggyzhang's solution](#)

682.

1680C

[Binary String](#) · [Tutorial](#)

Quality: 11,129 global accepts · Rating: 1600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, strings, two pointers
[froggyzhang's solution](#)

683.

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, math
[froggyzhang's solution](#)

684.

1623C

[Balanced Stone Heaps](#) · [Tutorial](#)

Quality: 14,313 global accepts · Rating: 1600 · first AC: 2021-12-28 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[froggyzhang's solution](#)

685.

1609D

[Social Network](#) · [Tutorial](#)

Quality: 8,399 global accepts · Rating: 1600 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy, implementation, trees

[froggyzhang's solution](#)

686.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,622 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[froggyzhang's solution](#)

687.

1612D

[X-Magic Pair](#) · [Tutorial](#)

Quality: 10,263 global accepts · Rating: 1600 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

688.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2021-10-30 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

689.

1607E

[Robot on the Board 1](#) · [Tutorial](#)

Quality: 10,015 global accepts · Rating: 1600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: implementation

[froggyzhang's solution](#)

690.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

691.

1593E

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

Quality: 14,728 global accepts · Rating: 1600 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, greedy, implementation, trees

[froggyzhang's solution](#)

692.

1481C

[Fence Painting](#) · [Tutorial](#)

Quality: 12,400 global accepts · Rating: 1600 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[froggyzhang's solution](#)

693.

768B

[Code For 1](#) · [Tutorial](#)

Quality: 6,973 global accepts · Rating: 1600 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer

[froggyzhang's solution](#)

694.

1566D2

[Seating Arrangements \(hard version\)](#) · [Tutorial](#)

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers

[froggyzhang's solution](#)

695.

1475E

[Advertising Agency](#) · [Tutorial](#)

Quality: 17,669 global accepts · Rating: 1600 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[froggyzhang's solution](#)

696.

1140C

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Quality: 10,400 global accepts · Rating: 1600 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, sortings

[froggyzhang's solution](#)

697.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,154 global accepts · Rating: 1600 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[froggyzhang's solution](#)

698.

1238C

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

Quality: 7,852 global accepts · Rating: 1600 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[froggyzhang's solution](#)

699.

1527C

[Sequence Pair Weight](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: hashing, implementation, math

[froggyzhang's solution](#)

700.

1530D

[Secret Santa](#) · [Tutorial](#)

Quality: 10,097 global accepts · Rating: 1600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs, greedy, math

[froggyzhang's solution](#)

701.

1555D

[Say No to Palindromes](#) · [Tutorial](#)

Quality: 15,468 global accepts · Rating: 1600 · first AC: 2021-07-31 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, strings

[froggyzhang's solution](#)

702.

1542C

[Strange Function](#) · [Tutorial](#)

Quality: 16,182 global accepts · Rating: 1600 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

703.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers

[froggyzhang's solution](#)

704.

814C

[An impassioned circulation of affection](#) · [Tutorial](#)

Quality: 7,733 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, strings, two pointers

[froggyzhang's solution](#)

705.

1537E1

[Erase and Extend \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,312 global accepts · Rating: 1600 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, hashing, implementation, string suffix structures, strings, two pointers

[froggyzhang's solution](#)

706.

1526C2

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

Quality: 29,731 global accepts · Rating: 1600 · first AC: 2021-05-28 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

707.

1523C

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

Quality: 9,181 global accepts · Rating: 1600 · first AC: 2021-05-30 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation, trees

[froggyzhang's solution](#)

708.

1028C

[Rectangles](#) · [Tutorial](#)

Quality: 5,052 global accepts · Rating: 1600 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, sortings

[froggyzhang's solution](#)

709.

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[froggyzhang's solution](#)

710.

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

711.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

712.

848A

[From Y to Y](#) · [Tutorial](#)

Quality: 5,346 global accepts · Rating: 1600 · first AC: 2021-05-12 · last AC: 2021-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

713.

1520F1

[Guess the K-th Zero \(Easy version\) · Tutorial](#)

Quality: 14,392 global accepts · Rating: 1600 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

714.

1137A

[Skyscrapers · Tutorial](#)

Quality: 4,677 global accepts · Rating: 1600 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: implementation, sortings

[froggyzhang's solution](#)

715.

1137B

[Camp Schedule · Tutorial](#)

Quality: 7,012 global accepts · Rating: 1600 · first AC: 2021-05-04 · last AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: greedy, hashing, strings

[froggyzhang's solution](#)

716.

1513C

[Add One · Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-16 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: dp, matrices

[froggyzhang's solution](#)

717.

1514C

[Product 1 Modulo N · Tutorial](#)

Quality: 18,286 global accepts · Rating: 1600 · first AC: 2021-04-20 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory

[froggyzhang's solution](#)

718.

1498C

[Planar Reflections · Tutorial](#)

Quality: 12,119 global accepts · Rating: 1600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dp

[froggyzhang's solution](#)

719.

1503A

[Balance the Bits · Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

720.

1505B

[DMCA · Tutorial](#)

Quality: 6,523 global accepts · Rating: 1600 · first AC: 2021-04-01 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: *special, implementation, number theory

[froggyzhang's solution](#)

721.

1483A

[Basic Diplomacy · Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[froggyzhang's solution](#)

722.

1497C2

[k-LCM \(hard version\) · Tutorial](#)

Quality: 19,478 global accepts · Rating: 1600 · first AC: 2021-03-22 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

723.

343A

[Rational Resistance](#) · [Tutorial](#)

Quality: 10,082 global accepts · Rating: 1600 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory
[froggyzhang's solution](#)

724.

992C

[Nastya and a Wardrobe](#) · [Tutorial](#)

Quality: 4,871 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

725.

992B

[Nastya Studies Informatics](#) · [Tutorial](#)

Quality: 6,770 global accepts · Rating: 1600 · first AC: 2020-11-19 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[froggyzhang's solution](#)

726.

924B

[Three-level Laser](#) · [Tutorial](#)

Quality: 5,618 global accepts · Rating: 1600 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, greedy, two pointers
[froggyzhang's solution](#)

727.

935C

[Fifa and Fafa](#) · [Tutorial](#)

Quality: 5,007 global accepts · Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry
[froggyzhang's solution](#)

728.

957C

[Three-level Laser](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, two pointers
[froggyzhang's solution](#)

729.

1036B

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

Quality: 5,965 global accepts · Rating: 1600 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: math
[froggyzhang's solution](#)

730.

1036D

[Vasya and Arrays](#) · [Tutorial](#)

Quality: 10,626 global accepts · Rating: 1600 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, two pointers
[froggyzhang's solution](#)

731.

1031C

[Cram Time](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 1600 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[froggyzhang's solution](#)

732.

1072C

[Cram Time](#) · [Tutorial](#)

Rating: 1600 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

733.

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy,

shortest paths, trees

[froggyzhang's solution](#)

734.

1407C

[Chocolate Bunny](#) · [Tutorial](#)

Quality: 14,802 global accepts · Rating: 1600 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, math, two pointers

[froggyzhang's solution](#)

735.

1288C

[Two Arrays](#) · [Tutorial](#)

Quality: 15,274 global accepts · Rating: 1600 · first AC: 2020-09-02 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: combinatorics, dp

[froggyzhang's solution](#)

736.

1396A

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

Quality: 16,684 global accepts · Rating: 1600 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, number theory

[froggyzhang's solution](#)

737.

1397C

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

Rating: 1600 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[froggyzhang's solution](#)

738.

1398C

[Good Subarrays](#) · [Tutorial](#)

Quality: 36,600 global accepts · Rating: 1600 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: data structures, dp, math

[froggyzhang's solution](#)

739.

1395C

[Boboniu and Bit Operations](#) · [Tutorial](#)

Quality: 15,209 global accepts · Rating: 1600 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[froggyzhang's solution](#)

740.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,348 global accepts · Rating: 1600 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, greedy

[froggyzhang's solution](#)

741.

1374E1

[Reading Books \(easy version\)](#) · [Tutorial](#)

Quality: 14,977 global accepts · Rating: 1600 · first AC: 2020-06-30 · last AC: 2020-07-07 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings

[froggyzhang's solution](#)

742.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[froggyzhang's solution](#)

743.

1364C

[Ehab and Prefix MEXs](#) · [Tutorial](#)

Quality: 14,359 global accepts · Rating: 1600 · first AC: 2020-06-14 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force,

constructive algorithms, greedy

[froggyzhang's solution](#)

744.

1363C

[Game On Leaves](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 1600 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: games, trees

[froggyzhang's solution](#)

745.

1358C

[Celex Update](#) · [Tutorial](#)

Quality: 18,345 global accepts · Rating: 1600 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

746.

1349A

[Orac and LCM](#) · [Tutorial](#)

Quality: 21,634 global accepts · Rating: 1600 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: data structures, math, number theory

[froggyzhang's solution](#)

747.

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: math, number theory, sortings

[froggyzhang's solution](#)

748.

1348C

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

Quality: 15,483 global accepts · Rating: 1600 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, sortings, strings

[froggyzhang's solution](#)

749.

1342C

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

Quality: 14,996 global accepts · Rating: 1600 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

750.

1336A

[Linova and Kingdom](#) · [Tutorial](#)

Quality: 24,664 global accepts · Rating: 1600 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[froggyzhang's solution](#)

751.

1334C

[Circle of Monsters](#) · [Tutorial](#)

Quality: 17,924 global accepts · Rating: 1600 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, math

[froggyzhang's solution](#)

752.

1327C

[Game with Chips](#) · [Tutorial](#)

Quality: 14,086 global accepts · Rating: 1600 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

753.

1165D

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

Quality: 19,719 global accepts · Rating: 1600 · first AC: 2020-03-12 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

754.

1321C

[Remove Adjacent](#) · [Tutorial](#)

Quality: 10,525 global accepts · Rating: 1600 · first AC: 2020-03-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, strings

[froggyzhang's solution](#)

755.

1305C

[Kuroni and Impossible Calculation](#) · [Tutorial](#)

Quality: 18,783 global accepts · Rating: 1600 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math, number theory

[froggyzhang's solution](#)

756.

1284C

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

Quality: 8,740 global accepts · Rating: 1600 · first AC: 2020-01-04 · last AC: 2020-01-07 · GNU C++11 (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

757.

1B

[Spreadsheet](#) · [Tutorial](#)

Quality: 26,313 global accepts · Rating: 1600 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: implementation, math

[froggyzhang's solution](#)

758.

1252C

[Even Path](#) · [Tutorial](#)

Quality: 3,982 global accepts · Rating: 1600 · first AC: 2019-10-27 · last AC: 2019-10-30 · GNU C++11 (first AC) · Tags: data structures, implementation

[froggyzhang's solution](#)

759.

1225C

[p-binary](#) · [Tutorial](#)

Quality: 9,788 global accepts · Rating: 1600 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[froggyzhang's solution](#)

760.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[froggyzhang's solution](#)

761.

2206J

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

Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[froggyzhang's solution](#)

762.

2052F

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

Quality: 3,742 global accepts · Rating: 1700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, dp, graphs

[froggyzhang's solution](#)

763.

2045A

[Scrambled Scrabble](#) · [Tutorial](#)

Quality: 2,568 global accepts · Rating: 1700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy

[froggyzhang's solution](#)

764.

2041D

[Drunken Maze](#) · [Tutorial](#)

Quality: 4,786 global accepts · Rating: 1700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, shortest paths

[froggyzhang's solution](#)

765.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[froggyzhang's solution](#)

766.

1681D

[Required Length](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, hashing, shortest paths

[froggyzhang's solution](#)

767.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[froggyzhang's solution](#)

768.

1672D

[Cyclic Rotation](#) · [Tutorial](#)

Quality: 6,939 global accepts · Rating: 1700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, two pointers

[froggyzhang's solution](#)

769.

1644D

[Cross Coloring](#) · [Tutorial](#)

Quality: 7,878 global accepts · Rating: 1700 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[froggyzhang's solution](#)

770.

1621C

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

Quality: 7,508 global accepts · Rating: 1700 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, interactive, math

[froggyzhang's solution](#)

771.

1608C

[Game Master](#) · [Tutorial](#)

Quality: 7,370 global accepts · Rating: 1700 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, two pointers

[froggyzhang's solution](#)

772.

1611E1

[Escape The Maze \(easy version\)](#) · [Tutorial](#)

Quality: 8,375 global accepts · Rating: 1700 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, trees, two pointers

[froggyzhang's solution](#)

773.

1583C

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

Quality: 7,440 global accepts · Rating: 1700 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

774.

1586C

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

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[froggyzhang's solution](#)

775.

1598D

[Training Session](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1700 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, geometry, implementation, math

[froggyzhang's solution](#)

776.

1594D

[The Number of Imposters](#) · [Tutorial](#)

Quality: 9,396 global accepts · Rating: 1700 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[froggyzhang's solution](#)

777.

1592C

[Bakry and Partitioning](#) · [Tutorial](#)

Quality: 9,133 global accepts · Rating: 1700 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, dp, graphs, trees

[froggyzhang's solution](#)

778.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[froggyzhang's solution](#)

779.

1579E2

[Array Optimization by Deque](#) · [Tutorial](#)

Quality: 7,368 global accepts · Rating: 1700 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

780.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[froggyzhang's solution](#)

781.

1472E

[Correct Placement](#) · [Tutorial](#)

Quality: 8,851 global accepts · Rating: 1700 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings, two pointers

[froggyzhang's solution](#)

782.

1562D1

[Two Hundred Twenty One \(easy version\)](#) · [Tutorial](#)

Quality: 6,650 global accepts · Rating: 1700 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math

[froggyzhang's solution](#)

783.

1561D1

[Up the Strip \(simplified version\)](#) · [Tutorial](#)

Quality: 6,113 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, math, number theory

[froggyzhang's solution](#)

784.

1557C

[Moamen and XOR](#) · [Tutorial](#)

Quality: 10,501 global accepts · Rating: 1700 · first AC: 2021-08-10 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, matrices

[froggyzhang's solution](#)

785.

1551D1

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

Quality: 7,573 global accepts · Rating: 1700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

786.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,797 global accepts · Rating: 1700 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, math

[froggyzhang's solution](#)

787.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-07-15 · last AC: 2021-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, greedy, implementation

[froggyzhang's solution](#)

788.

1543D1

[RPD and Rap Sheet \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[froggyzhang's solution](#)

789.

630Q

[Pyramids](#) · [Tutorial](#)

Quality: 1,464 global accepts · Rating: 1700 · first AC: 2021-06-19 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[froggyzhang's solution](#)

790.

1537D

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

Quality: 13,613 global accepts · Rating: 1700 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: games, math, number theory

[froggyzhang's solution](#)

791.

1538D

[Another Problem About Dividing Numbers](#) · [Tutorial](#)

Quality: 15,267 global accepts · Rating: 1700 · first AC: 2021-06-10 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

792.

1528B

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

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

793.

1468F

[Full Turn](#) · [Tutorial](#)

Quality: 4,221 global accepts · Rating: 1700 · first AC: 2020-12-25 · last AC: 2021-05-19 · GNU C++11 (first AC) · Tags: geometry, hashing,

number theory

[froggyzhang's solution](#)

794.

1468D

[Firecrackers](#) · [Tutorial](#)

Quality: 5,274 global accepts · Rating: 1700 · first AC: 2020-12-25 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, sortings

[froggyzhang's solution](#)

795.

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[froggyzhang's solution](#)

796.

1512G

[Short Task](#) · [Tutorial](#)

Quality: 9,391 global accepts · Rating: 1700 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[froggyzhang's solution](#)

797.

1044A

[The Tower is Going Home](#) · [Tutorial](#)

Quality: 3,076 global accepts · Rating: 1700 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, two pointers

[froggyzhang's solution](#)

798.

1074A

[The Tower is Going Home](#) · [Tutorial](#)

Rating: 1700 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: sortings, two pointers

[froggyzhang's solution](#)

799.

1516C

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

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-04-22 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[froggyzhang's solution](#)

800.

1503B

[3-Coloring](#) · [Tutorial](#)

Quality: 7,680 global accepts · Rating: 1700 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, games, interactive

[froggyzhang's solution](#)

801.

1491C

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

Quality: 8,394 global accepts · Rating: 1700 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[froggyzhang's solution](#)

802.

1485C

[Floor and Mod](#) · [Tutorial](#)

Quality: 11,005 global accepts · Rating: 1700 · first AC: 2021-02-17 · last AC: 2021-02-17 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[froggyzhang's solution](#)

803.

1479A

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

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, ternary search

[froggyzhang's solution](#)

804.

1451D

[Circle Game](#) · [Tutorial](#)

Quality: 10,149 global accepts · Rating: 1700 · first AC: 2020-11-28 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: games, geometry, math

[froggyzhang's solution](#)

805.

924C

[Riverside Curio](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 1700 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

806.

957D

[Riverside Curio](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

807.

1019A

[Elections](#) · [Tutorial](#)

Quality: 4,857 global accepts · Rating: 1700 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[froggyzhang's solution](#)

808.

1020C

[Elections](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[froggyzhang's solution](#)

809.

1032C

[Playing Piano](#) · [Tutorial](#)

Quality: 4,331 global accepts · Rating: 1700 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp

[froggyzhang's solution](#)

810.

1079C

[Playing Piano](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[froggyzhang's solution](#)

811.

1413D

[Shurikens](#) · [Tutorial](#)

Quality: 6,916 global accepts · Rating: 1700 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation

[froggyzhang's solution](#)

812.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[froggyzhang's solution](#)

813.

1400B

[RPG Protagonist](#) · [Tutorial](#)

Quality: 11,697 global accepts · Rating: 1700 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

814.

1392D

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

Quality: 9,765 global accepts · Rating: 1700 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

815.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[froggyzhang's solution](#)

816.

1314A

[Recommendations](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[froggyzhang's solution](#)

817.

1383A

[String Transformation 1](#) · [Tutorial](#)

Quality: 11,265 global accepts · Rating: 1700 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy, sortings, strings, trees, two pointers

[froggyzhang's solution](#)

818.

1384C

[String Transformation 1](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[froggyzhang's solution](#)

819.

1381A2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,325 global accepts · Rating: 1700 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, implementation, strings, two pointers

[froggyzhang's solution](#)

820.

1382C2

[Prefix Flip \(Hard Version\)](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, implementation, strings

[froggyzhang's solution](#)

821.

1368D

[AND, OR and square sum](#) · [Tutorial](#)

Quality: 13,656 global accepts · Rating: 1700 · first AC: 2020-06-22 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[froggyzhang's solution](#)

822.

1182C

[Beautiful Lyrics](#) · [Tutorial](#)

Quality: 4,591 global accepts · Rating: 1700 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, strings

[froggyzhang's solution](#)

823.

1361A

[Johnny and Contribution](#) · [Tutorial](#)

Quality: 8,845 global accepts · Rating: 1700 · first AC: 2020-06-05 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, sortings

[froggyzhang's solution](#)

824.

1365D

[Solve The Maze](#) · [Tutorial](#)

Quality: 20,818 global accepts · Rating: 1700 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, implementation, shortest paths

[froggyzhang's solution](#)

825.

316G1

[Good Substrings](#) · [Tutorial](#)

Quality: 1,085 global accepts · Rating: 1700 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: hashing, strings

[froggyzhang's solution](#)

826.

1340B

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

Quality: 8,311 global accepts · Rating: 1700 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, greedy

[froggyzhang's solution](#)

827.

1260C

[Infinite Fence](#) · [Tutorial](#)

Quality: 8,783 global accepts · Rating: 1700 · first AC: 2020-04-25 · GNU C++11 (first AC) · Tags: greedy, math, number theory

[froggyzhang's solution](#)

828.

1336B

[Xenia and Colorful Gems](#) · [Tutorial](#)

Quality: 12,128 global accepts · Rating: 1700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, two pointers

[froggyzhang's solution](#)

829.

1335E1

[Three Blocks Palindrome \(easy version\)](#) · [Tutorial](#)

Quality: 11,747 global accepts · Rating: 1700 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[froggyzhang's solution](#)

830.

1333C

[Eugene and an array](#) · [Tutorial](#)

Quality: 13,363 global accepts · Rating: 1700 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[froggyzhang's solution](#)

831.

1329B

[Dreamoon Likes Sequences](#) · [Tutorial](#)

Quality: 7,056 global accepts · Rating: 1700 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, math

[froggyzhang's solution](#)

832.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[froggyzhang's solution](#)

833.

1037D

[Valid BFS?](#) · [Tutorial](#)

Quality: 19,100 global accepts · Rating: 1700 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[froggyzhang's solution](#)

834.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[froggyzhang's solution](#)

835.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, implementation

[froggyzhang's solution](#)

836.

1324E

[Sleeping Schedule](#) · [Tutorial](#)

Quality: 17,011 global accepts · Rating: 1700 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dp, implementation

[froggyzhang's solution](#)

837.

1278C

[Berry Jam](#) · [Tutorial](#)

Quality: 8,576 global accepts · Rating: 1700 · first AC: 2020-03-12 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation

[froggyzhang's solution](#)

838.

1312D

[Count the Arrays](#) · [Tutorial](#)

Quality: 10,528 global accepts · Rating: 1700 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

839.

1320B

[Navigation System](#) · [Tutorial](#)

Quality: 6,439 global accepts · Rating: 1700 · first AC: 2020-03-01 · last AC: 2020-03-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[froggyzhang's solution](#)

840.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

841.

1239A

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Quality: 7,790 global accepts · Rating: 1700 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

842.

1248C

[Ivan the Fool and the Probability Theory](#) · [Tutorial](#)

Rating: 1700 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

843.

1228C

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

Quality: 9,634 global accepts · Rating: 1700 · first AC: 2019-09-29 · last AC: 2019-10-04 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

844.

1209D

[Cow and Snacks](#) · [Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, dsu, graphs

[froggyzhang's solution](#)

845.

427C

[Checkposts](#) · [Tutorial](#)

Quality: 16,900 global accepts · Rating: 1700 · first AC: 2019-09-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, two pointers

[froggyzhang's solution](#)

846.

518D

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

Quality: 8,169 global accepts · Rating: 1700 · first AC: 2019-08-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[froggyzhang's solution](#)

847.

2206H

[Reflect Sort](#) · [Tutorial](#)

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

[froggyzhang's solution](#)

848.

2189C2

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

Quality: 6,208 global accepts · Rating: 1800 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: bitmasks, constructive algorithms, math

[froggyzhang's solution](#)

849.

2045M

[Mirror Maze](#) · [Tutorial](#)

Quality: 2,222 global accepts · Rating: 1800 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[froggyzhang's solution](#)

850.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[froggyzhang's solution](#)

851.

1718A1

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

Quality: 6,418 global accepts · Rating: 1800 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

852.

1691D

[Max GEQ Sum](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1800 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, implementation, two pointers

[froggyzhang's solution](#)

853.

1678B2

[Tokitsukaze and Good 01-String \(hard version\)](#) · [Tutorial](#)

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2022-05-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[froggyzhang's solution](#)

854.

1635D

[Infinite Set](#) · [Tutorial](#)

Quality: 7,052 global accepts · Rating: 1800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices, number theory, strings

[froggyzhang's solution](#)

855.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[froggyzhang's solution](#)

856.

1630B

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

Quality: 6,486 global accepts · Rating: 1800 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[froggyzhang's solution](#)

857.

1620C

[BA-String](#) · [Tutorial](#)

Quality: 7,274 global accepts · Rating: 1800 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation, math

[froggyzhang's solution](#)

858.

1617D1

[Too Many Impostors \(easy version\)](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 1800 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[froggyzhang's solution](#)

859.

1611F

[ATM and Students](#) · [Tutorial](#)

Quality: 7,375 global accepts · Rating: 1800 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, two pointers

[froggyzhang's solution](#)

860.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[froggyzhang's solution](#)

861.

1154E

[Two Teams](#) · [Tutorial](#)

Quality: 6,950 global accepts · Rating: 1800 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[froggyzhang's solution](#)

862.

1583D

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

Quality: 5,934 global accepts · Rating: 1800 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[froggyzhang's solution](#)

863.

1586D

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

Rating: 1800 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[froggyzhang's solution](#)

864.

768C

[Jon Snow and his Favourite Number](#) · [Tutorial](#)

Quality: 3,974 global accepts · Rating: 1800 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, sortings

[froggyzhang's solution](#)

865.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[froggyzhang's solution](#)

866.

1118F1

[Tree Cutting \(Easy Version\)](#) · [Tutorial](#)

Quality: 6,711 global accepts · Rating: 1800 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, trees

[froggyzhang's solution](#)

867.

1475D

[Cleaning the Phone](#) · [Tutorial](#)

Quality: 11,189 global accepts · Rating: 1800 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, sortings, two pointers

[froggyzhang's solution](#)

868.

1208C

[Magic Grid](#) · [Tutorial](#)

Quality: 6,367 global accepts · Rating: 1800 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

869.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[froggyzhang's solution](#)

870.

1556C

[Compressed Bracket Sequence](#) · [Tutorial](#)

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

871.

1207D

[Number Of Permutations](#) · [Tutorial](#)

Quality: 6,701 global accepts · Rating: 1800 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[froggyzhang's solution](#)

872.

1560E

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

Quality: 8,863 global accepts · Rating: 1800 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings, strings

[froggyzhang's solution](#)

873.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[froggyzhang's solution](#)

874.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[froggyzhang's solution](#)

875.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[froggyzhang's solution](#)

876.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,561 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[froggyzhang's solution](#)

877.

1554C

[Mikasa](#) · [Tutorial](#)

Quality: 9,775 global accepts · Rating: 1800 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, greedy, implementation

[froggyzhang's solution](#)

878.

600C

[Make Palindrome](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1800 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings

[froggyzhang's solution](#)

879.

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[froggyzhang's solution](#)

880.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[froggyzhang's solution](#)

881.

1525D

[Armchairs](#) · [Tutorial](#)

Quality: 10,849 global accepts · Rating: 1800 · first AC: 2021-05-16 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, greedy

[froggyzhang's solution](#)

882.

1535D

[Playoff Tournament](#) · [Tutorial](#)

Quality: 8,494 global accepts · Rating: 1800 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, implementation, trees

[froggyzhang's solution](#)

883.

358D

[Dima and Hares](#) · [Tutorial](#)

Quality: 4,505 global accepts · Rating: 1800 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

884.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[froggyzhang's solution](#)

885.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[froggyzhang's solution](#)

886.

1505E

[Cakewalk](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 1800 · first AC: 2021-04-01 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: *special, greedy, implementation, shortest paths

[froggyzhang's solution](#)

887.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[froggyzhang's solution](#)

888.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[froggyzhang's solution](#)

889.

1477A

[Nezzar and Board](#) · [Tutorial](#)

Quality: 6,525 global accepts · Rating: 1800 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

890.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[froggyzhang's solution](#)

891.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,905 global accepts · Rating: 1800 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[froggyzhang's solution](#)

892.

220B

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

Quality: 12,882 global accepts · Rating: 1800 · first AC: 2020-12-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures

[froggyzhang's solution](#)

893.

1010C

[Border](#) · [Tutorial](#)

Quality: 5,931 global accepts · Rating: 1800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: number theory

[froggyzhang's solution](#)

894.

1010B

[Rocket](#) · [Tutorial](#)

Quality: 6,386 global accepts · Rating: 1800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

895.

1446B

[Catching Cheaters](#) · [Tutorial](#)

Quality: 9,038 global accepts · Rating: 1800 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: dp, strings

[froggyzhang's solution](#)

896.

1011D

[Rocket](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

897.

1011E

[Border](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[froggyzhang's solution](#)

898.

1447D

[Catching Cheaters](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[froggyzhang's solution](#)

899.

1195D2

[Submarine in the Rybinsk Sea \(hard edition\)](#) · [Tutorial](#)

Quality: 4,898 global accepts · Rating: 1800 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[froggyzhang's solution](#)

900.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[froggyzhang's solution](#)

901.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[froggyzhang's solution](#)

902.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[froggyzhang's solution](#)

903.

1443F

[Identify the Operations](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, greedy, math

[froggyzhang's solution](#)

904.

1443D

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

Rating: 1800 · first AC: 2020-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[froggyzhang's solution](#)

905.

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[froggyzhang's solution](#)

906.

725D

[Contest Balloons](#) · [Tutorial](#)

Quality: 3,093 global accepts · Rating: 1800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

907.

1426E

[Rock, Paper, Scissors](#) · [Tutorial](#)

Quality: 8,138 global accepts · Rating: 1800 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, flows, greedy, math

[froggyzhang's solution](#)

908.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[froggyzhang's solution](#)

909.

1409E

[Two Platforms](#) · [Tutorial](#)

Quality: 8,457 global accepts · Rating: 1800 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, dp, sortings, two pointers

[froggyzhang's solution](#)

910.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,932 global accepts · Rating: 1800 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[froggyzhang's solution](#)

911.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, games, greedy, implementation

[froggyzhang's solution](#)

912.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2020-08-26 · last AC: 2020-08-27 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[froggyzhang's solution](#)

913.

1401D

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

Quality: 10,527 global accepts · Rating: 1800 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, greedy, implementation, math, number theory, sortings, trees

[froggyzhang's solution](#)

914.

1398D

[Colored Rectangles](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: dp, greedy, sortings
[froggyzhang's solution](#)

915.

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: dp, greedy, sortings, two pointers
[froggyzhang's solution](#)

916.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees
[froggyzhang's solution](#)

917.

802A1

[Heidi and Library \(easy\)](#) · [Tutorial](#)

Quality: 1,602 global accepts · Rating: 1800 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: greedy
[froggyzhang's solution](#)

918.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-23 · C++14 (GCC 6-32) (first AC) · Tags: dp
[froggyzhang's solution](#)

919.

1382D

[Unmerge](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: dp
[froggyzhang's solution](#)

920.

1335E2

[Three Blocks Palindrome \(hard version\)](#) · [Tutorial](#)

Quality: 9,375 global accepts · Rating: 1800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, two pointers
[froggyzhang's solution](#)

921.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2020-04-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle
[froggyzhang's solution](#)

922.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees
[froggyzhang's solution](#)

923.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[froggyzhang's solution](#)

924.

1329A

[Dreamoon Likes Coloring](#) · [Tutorial](#)

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

925.

1328D

[Carousel](#) · [Tutorial](#)

Quality: 14,524 global accepts · Rating: 1800 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, graphs, greedy, math

[froggyzhang's solution](#)

926.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

927.

1326D2

[Prefix-Suffix Palindrome \(Hard version\)](#) · [Tutorial](#)

Quality: 11,754 global accepts · Rating: 1800 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: binary search, greedy, hashing, string suffix structures, strings

[froggyzhang's solution](#)

928.

1324F

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

Quality: 13,069 global accepts · Rating: 1800 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees

[froggyzhang's solution](#)

929.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[froggyzhang's solution](#)

930.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: geometry

[froggyzhang's solution](#)

931.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,216 global accepts · Rating: 1800 · first AC: 2020-01-30 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

932.

1225D

[Power Products](#) · [Tutorial](#)

Quality: 10,041 global accepts · Rating: 1800 · first AC: 2019-10-27 · GNU C++11 (first AC) · Tags: hashing, math, number theory

[froggyzhang's solution](#)

933.

1247D

[Power Products](#) · [Tutorial](#)

Rating: 1800 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: number theory

[froggyzhang's solution](#)

934.

666A

[Reberland Linguistics](#) · [Tutorial](#)

Quality: 3,808 global accepts · Rating: 1800 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp, implementation, strings

[froggyzhang's solution](#)

935.

161D

[Distance in Tree](#) · [Tutorial](#)

Quality: 19,176 global accepts · Rating: 1800 · first AC: 2019-07-17 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[froggyzhang's solution](#)

936.

2189D1

[Little String \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,960 global accepts · Rating: 1900 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory
[froggyzhang's solution](#)

937.

2073A

[Control Towers](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 1900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

938.

2068F

[Mascot Naming](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 1900 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, greedy, implementation, strings
[froggyzhang's solution](#)

939.

2052E

[Expression Correction](#) · [Tutorial](#)

Quality: 1,511 global accepts · Rating: 1900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, expression parsing, strings
[froggyzhang's solution](#)

940.

2038G

[Guess One Character](#) · [Tutorial](#)

Quality: 2,956 global accepts · Rating: 1900 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive
[froggyzhang's solution](#)

941.

2000F

[Color Rows and Columns](#) · [Tutorial](#)

Quality: 6,954 global accepts · Rating: 1900 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, math
[froggyzhang's solution](#)

942.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory
[froggyzhang's solution](#)

943.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive
[froggyzhang's solution](#)

944.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[froggyzhang's solution](#)

945.

1679D

[Toss a Coin to Your Graph... · Tutorial](#)

Quality: 5,814 global accepts · Rating: 1900 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, graphs

[froggyzhang's solution](#)

946.

1659D

[Reverse Sort Sum · Tutorial](#)

Quality: 4,447 global accepts · Rating: 1900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, math, two pointers

[froggyzhang's solution](#)

947.

1644E

[Expand the Path · Tutorial](#)

Quality: 3,490 global accepts · Rating: 1900 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, implementation, math

[froggyzhang's solution](#)

948.

1620E

[Replace the Numbers · Tutorial](#)

Quality: 9,669 global accepts · Rating: 1900 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dsu, implementation

[froggyzhang's solution](#)

949.

1624G

[MinOr Tree · Tutorial](#)

Quality: 7,595 global accepts · Rating: 1900 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy

[froggyzhang's solution](#)

950.

1611E2

[Escape The Maze \(hard version\) · Tutorial](#)

Quality: 4,314 global accepts · Rating: 1900 · first AC: 2021-11-25 · last AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, shortest paths, trees

[froggyzhang's solution](#)

951.

1601B

[Frog Traveler · Tutorial](#)

Quality: 5,503 global accepts · Rating: 1900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[froggyzhang's solution](#)

952.

1593D2

[Half of Same · Tutorial](#)

Quality: 5,569 global accepts · Rating: 1900 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory

[froggyzhang's solution](#)

953.

1569D

[Inconvenient Pairs · Tutorial](#)

Quality: 4,602 global accepts · Rating: 1900 · first AC: 2021-09-09 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, sortings, two pointers

[froggyzhang's solution](#)

954.

1547F

[Array Stabilization \(GCD version\) · Tutorial](#)

Quality: 6,952 global accepts · Rating: 1900 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, number theory, two pointers

[froggyzhang's solution](#)

955.

1475G

[Strange Beauty](#) · [Tutorial](#)

Quality: 7,818 global accepts · Rating: 1900 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, sortings

[froggyzhang's solution](#)

956.

1475F

[Unusual Matrix](#) · [Tutorial](#)

Quality: 5,891 global accepts · Rating: 1900 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, constructive algorithms

[froggyzhang's solution](#)

957.

1208D

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

Quality: 5,460 global accepts · Rating: 1900 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[froggyzhang's solution](#)

958.

1238D

[AB-string](#) · [Tutorial](#)

Quality: 6,443 global accepts · Rating: 1900 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, strings

[froggyzhang's solution](#)

959.

1207E

[XOR Guessing](#) · [Tutorial](#)

Quality: 6,655 global accepts · Rating: 1900 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, math

[froggyzhang's solution](#)

960.

1527B2

[Palindrome Game \(hard version\)](#) · [Tutorial](#)

Quality: 8,696 global accepts · Rating: 1900 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[froggyzhang's solution](#)

961.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[froggyzhang's solution](#)

962.

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, math

[froggyzhang's solution](#)

963.

1560F1

[Nearest Beautiful Number \(easy version\)](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1900 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, dfs and similar, greedy

[froggyzhang's solution](#)

964.

1543C

[Need for Pink Slips](#) · [Tutorial](#)

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2021-07-09 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, implementation, math, probabilities

[froggyzhang's solution](#)

965.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

966.

622D

[Optimal Number Permutation](#) · [Tutorial](#)

Quality: 3,392 global accepts · Rating: 1900 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

967.

1184E1

[Daleks' Invasion \(easy\)](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 1900 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, trees

[froggyzhang's solution](#)

968.

1371E1

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

Quality: 5,529 global accepts · Rating: 1900 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, sortings

[froggyzhang's solution](#)

969.

1512F

[Education](#) · [Tutorial](#)

Quality: 6,815 global accepts · Rating: 1900 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[froggyzhang's solution](#)

970.

848B

[Router's Song](#) · [Tutorial](#)

Quality: 2,003 global accepts · Rating: 1900 · first AC: 2021-05-12 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, geometry, implementation, sortings, two pointers

[froggyzhang's solution](#)

971.

1044B

[Intersecting Subtrees](#) · [Tutorial](#)

Quality: 1,708 global accepts · Rating: 1900 · first AC: 2021-05-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, interactive, trees

[froggyzhang's solution](#)

972.

1074B

[Intersecting Subtrees](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: interactive, trees

[froggyzhang's solution](#)

973.

1508A

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

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[froggyzhang's solution](#)

974.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, implementation
[froggyzhang's solution](#)

975.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy
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976.

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math
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977.

1477B

[Nezzar and Binary String](#) · [Tutorial](#)

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: data structures, greedy
[froggyzhang's solution](#)

978.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[froggyzhang's solution](#)

979.

1470B

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

Quality: 6,776 global accepts · Rating: 1900 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, graphs, hashing, math, number theory
[froggyzhang's solution](#)

980.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation
[froggyzhang's solution](#)

981.

935D

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Quality: 2,812 global accepts · Rating: 1900 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[froggyzhang's solution](#)

982.

1440C2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-19 · last AC: 2020-11-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[froggyzhang's solution](#)

983.

1036C

[Classy Numbers](#) · [Tutorial](#)

Quality: 13,375 global accepts · Rating: 1900 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp
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984.

1031D

[Minimum path](#) · [Tutorial](#)

Quality: 2,985 global accepts · Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[froggyzhang's solution](#)

985.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings
[froggyzhang's solution](#)

986.

1032D

[Barcelonian Distance](#) · [Tutorial](#)

Quality: 2,976 global accepts · Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[froggyzhang's solution](#)

987.

1079D

[Barcelonian Distance](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: geometry, implementation
[froggyzhang's solution](#)

988.

1147B

[Chladni Figure](#) · [Tutorial](#)

Quality: 3,110 global accepts · Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, strings
[froggyzhang's solution](#)

989.

1162D

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: number theory, strings
[froggyzhang's solution](#)

990.

1197D

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

Quality: 5,781 global accepts · Rating: 1900 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, math
[froggyzhang's solution](#)

991.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings
[froggyzhang's solution](#)

992.

1413C

[Perform Easily](#) · [Tutorial](#)

Quality: 6,267 global accepts · Rating: 1900 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, brute force, dp, implementation, sortings, two pointers
[froggyzhang's solution](#)

993.

1436D

[Bandit in a City](#) · [Tutorial](#)

Quality: 6,499 global accepts · Rating: 1900 · first AC: 2020-10-27 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, greedy, trees
[froggyzhang's solution](#)

994.

1421D

[Hexagons](#) · [Tutorial](#)

Quality: 4,382 global accepts · Rating: 1900 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

greedy, implementation, math, shortest paths

[froggyzhang's solution](#)

995.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation

[froggyzhang's solution](#)

996.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, trees

[froggyzhang's solution](#)

997.

1405D

[Tree Tag](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, games, strings, trees

[froggyzhang's solution](#)

998.

1400D

[Zigzags](#) · [Tutorial](#)

Quality: 11,392 global accepts · Rating: 1900 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, combinatorics, data structures, math, two pointers

[froggyzhang's solution](#)

999.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[froggyzhang's solution](#)

1000.

1384B1

[Koa and the Beach \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[froggyzhang's solution](#)

1001.

1384D

[GameGame](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, games, math

[froggyzhang's solution](#)

1002.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, sortings

[froggyzhang's solution](#)

1003.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, greedy, math, trees

[froggyzhang's solution](#)

1004.

1361B

[Johnny and Grandmaster](#) · [Tutorial](#)

Quality: 3,858 global accepts · Rating: 1900 · first AC: 2020-06-05 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, sortings

[froggyzhang's solution](#)

1005.

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1006.

1365E

[Maximum Subsequence Value](#) · [Tutorial](#)

Quality: 8,318 global accepts · Rating: 1900 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[froggyzhang's solution](#)

1007.

1012B

[Chemical table](#) · [Tutorial](#)

Quality: 4,386 global accepts · Rating: 1900 · first AC: 2020-06-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, matrices

[froggyzhang's solution](#)

1008.

1358D

[The Best Vacation](#) · [Tutorial](#)

Quality: 8,724 global accepts · Rating: 1900 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, implementation, two pointers

[froggyzhang's solution](#)

1009.

894C

[Marco and GCD Sequence](#) · [Tutorial](#)

Quality: 4,628 global accepts · Rating: 1900 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

1010.

1348D

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

Quality: 9,342 global accepts · Rating: 1900 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

1011.

1342D

[Multiple Testcases](#) · [Tutorial](#)

Quality: 6,365 global accepts · Rating: 1900 · first AC: 2020-04-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, sortings, two pointers

[froggyzhang's solution](#)

1012.

607B

[Zuma](#) · [Tutorial](#)

Quality: 16,309 global accepts · Rating: 1900 · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1013.

1328E

[Tree Queries](#) · [Tutorial](#)

Quality: 11,719 global accepts · Rating: 1900 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[froggyzhang's solution](#)

1014.

1305D

[Kuroni and the Celebration](#) · [Tutorial](#)

Quality: 5,365 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[froggyzhang's solution](#)

1015.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1016.

1067A

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

Quality: 3,133 global accepts · Rating: 1900 · first AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1017.

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[froggyzhang's solution](#)

1018.

1276B

[Two Fairs](#) · [Tutorial](#)

Quality: 5,669 global accepts · Rating: 1900 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1019.

1277D

[Let's Play the Words?](#) · [Tutorial](#)

Quality: 3,276 global accepts · Rating: 1900 · first AC: 2019-12-14 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: data structures, hashing, implementation, math

[froggyzhang's solution](#)

1020.

1277E

[Two Fairs](#) · [Tutorial](#)

Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[froggyzhang's solution](#)

1021.

1077F1

[Pictures with Kittens \(easy version\)](#) · [Tutorial](#)

Quality: 5,349 global accepts · Rating: 1900 · first AC: 2019-11-14 · last AC: 2019-11-14 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1022.

1228D

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

Quality: 5,420 global accepts · Rating: 1900 · first AC: 2019-10-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, hashing, implementation

[froggyzhang's solution](#)

1023.

1200D

[White Lines](#) · [Tutorial](#)

Quality: 4,402 global accepts · Rating: 1900 · first AC: 2019-08-11 · last AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, implementation, two pointers

[froggyzhang's solution](#)

1024.

19B

[Checkout Assistant](#) · [Tutorial](#)

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2019-06-07 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1025.

2073J

[Gathering Sharks](#) · [Tutorial](#)

Quality: 1,173 global accepts · Rating: 2000 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

1026.

2068J

[The Ultimate Wine Tasting Event](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, greedy

[froggyzhang's solution](#)

1027.

2052J

[Judicious Watching](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2000 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, sortings

[froggyzhang's solution](#)

1028.

2045B

[ICPC Square](#) · [Tutorial](#)

Quality: 1,707 global accepts · Rating: 2000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

1029.

2041M

[Selection Sort](#) · [Tutorial](#)

Quality: 1,328 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, two pointers

[froggyzhang's solution](#)

1030.

2041C

[Cube](#) · [Tutorial](#)

Quality: 2,012 global accepts · Rating: 2000 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dfs and similar, dp

[froggyzhang's solution](#)

1031.

1718B

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

Quality: 3,467 global accepts · Rating: 2000 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, number theory

[froggyzhang's solution](#)

1032.

1682D

[Circular Spanning Tree](#) · [Tutorial](#)

Quality: 3,726 global accepts · Rating: 2000 · first AC: 2022-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[froggyzhang's solution](#)

1033.

1680E

[Moving Chips](#) · [Tutorial](#)

Quality: 4,347 global accepts · Rating: 2000 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[froggyzhang's solution](#)

1034.

1657D

[For Gamers. By Gamers.](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 2000 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, math, sortings

[froggyzhang's solution](#)

1035.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[froggyzhang's solution](#)

1036.

453B

[Little Pony and Harmony Chest](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 2000 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp

[froggyzhang's solution](#)

1037.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[froggyzhang's solution](#)

1038.

1618F

[Reverse](#) · [Tutorial](#)

Quality: 4,734 global accepts · Rating: 2000 · first AC: 2021-12-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, implementation, math, strings

[froggyzhang's solution](#)

1039.

1624F

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

Quality: 3,802 global accepts · Rating: 2000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[froggyzhang's solution](#)

1040.

1620D

[Exact Change](#) · [Tutorial](#)

Quality: 4,808 global accepts · Rating: 2000 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[froggyzhang's solution](#)

1041.

1584D

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

Quality: 3,991 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, interactive, math

[froggyzhang's solution](#)

1042.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[froggyzhang's solution](#)

1043.

1612E

[Messages](#) · [Tutorial](#)

Quality: 2,817 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, probabilities, sortings

[froggyzhang's solution](#)

1044.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, math

[froggyzhang's solution](#)

1045.

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[froggyzhang's solution](#)

1046.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[froggyzhang's solution](#)

1047.

1481D

[AB Graph](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, implementation

[froggyzhang's solution](#)

1048.

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[froggyzhang's solution](#)

1049.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[froggyzhang's solution](#)

1050.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,447 global accepts · Rating: 2000 · first AC: 2021-09-13 · last AC: 2021-09-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)

1051.

1567D

[Expression Evaluation Error](#) · [Tutorial](#)

Quality: 4,853 global accepts · Rating: 2000 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

1052.

1359D

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

Quality: 10,731 global accepts · Rating: 2000 · first AC: 2021-09-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, implementation, two pointers

[froggyzhang's solution](#)

1053.

1266D

[Decreasing Debts](#) · [Tutorial](#)

Quality: 3,871 global accepts · Rating: 2000 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, math, two pointers

[froggyzhang's solution](#)

1054.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

1055.

1551E

[Fixed Points](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2000 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp
[froggyzhang's solution](#)

1056.

1209G1

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

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers
[froggyzhang's solution](#)

1057.

540C

[Ice Cave](#) · [Tutorial](#)

Quality: 8,235 global accepts · Rating: 2000 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar
[froggyzhang's solution](#)

1058.

1506G

[Maximize the Remaining String](#) · [Tutorial](#)

Quality: 4,833 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, greedy, strings
[froggyzhang's solution](#)

1059.

1506F

[Triangular Paths](#) · [Tutorial](#)

Quality: 3,700 global accepts · Rating: 2000 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, shortest paths, sortings
[froggyzhang's solution](#)

1060.

843B

[Interactive LowerBound](#) · [Tutorial](#)

Quality: 2,581 global accepts · Rating: 2000 · first AC: 2021-06-12 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, interactive, probabilities
[froggyzhang's solution](#)

1061.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[froggyzhang's solution](#)

1062.

1525C

[Robot Collisions](#) · [Tutorial](#)

Quality: 4,814 global accepts · Rating: 2000 · first AC: 2021-05-16 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings
[froggyzhang's solution](#)

1063.

1521C

[Nastia and a Hidden Permutation](#) · [Tutorial](#)

Quality: 4,613 global accepts · Rating: 2000 · first AC: 2021-05-08 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[froggyzhang's solution](#)

1064.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,476 global accepts · Rating: 2000 · first AC: 2021-04-16 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[froggyzhang's solution](#)**1065.**

1514D

[Cut and Stick](#) · [Tutorial](#)

Quality: 4,817 global accepts · Rating: 2000 · first AC: 2021-04-20 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, implementation, sortings

[froggyzhang's solution](#)**1066.**

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[froggyzhang's solution](#)**1067.**

1487E

[Cheap Dinner](#) · [Tutorial](#)

Quality: 5,127 global accepts · Rating: 2000 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, greedy, implementation, sortings, two pointers

[froggyzhang's solution](#)**1068.**

1451E1

[Bitwise Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,920 global accepts · Rating: 2000 · first AC: 2020-11-28 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[froggyzhang's solution](#)**1069.**

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,616 global accepts · Rating: 2000 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[froggyzhang's solution](#)**1070.**

1010D

[Mars rover](#) · [Tutorial](#)

Quality: 2,563 global accepts · Rating: 2000 · first AC: 2020-11-22 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, implementation, trees

[froggyzhang's solution](#)**1071.**

1011F

[Mars rover](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-17 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[froggyzhang's solution](#)**1072.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2020-11-16 · last AC: 2020-11-16 · GNU C++11 (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[froggyzhang's solution](#)**1073.**

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

1074.

1020D

[The hat](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

1075.

1147C

[Thanos Nim](#) · [Tutorial](#)

Quality: 3,651 global accepts · Rating: 2000 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[froggyzhang's solution](#)

1076.

1162E

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: games

[froggyzhang's solution](#)

1077.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-10-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1078.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[froggyzhang's solution](#)

1079.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[froggyzhang's solution](#)

1080.

1426F

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

Quality: 6,164 global accepts · Rating: 2000 · first AC: 2020-10-01 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, strings

[froggyzhang's solution](#)

1081.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,037 global accepts · Rating: 2000 · first AC: 2020-09-11 · last AC: 2020-09-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[froggyzhang's solution](#)

1082.

1288E

[Messenger Simulator](#) · [Tutorial](#)

Quality: 4,017 global accepts · Rating: 2000 · first AC: 2020-09-02 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: data structures

[froggyzhang's solution](#)

1083.

1288D

[Minimax Problem](#) · [Tutorial](#)

Quality: 8,286 global accepts · Rating: 2000 · first AC: 2020-09-02 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: binary search, bitmasks, dp

[froggyzhang's solution](#)

1084.

1391D

[505](#) · [Tutorial](#)

Quality: 5,768 global accepts · Rating: 2000 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, implementation

[froggyzhang's solution](#)

1085.

1399E1

[Weights Division \(easy version\)](#) · [Tutorial](#)

Quality: 6,336 global accepts · Rating: 2000 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, greedy, trees

[froggyzhang's solution](#)

1086.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[froggyzhang's solution](#)

1087.

1379C

[Choosing flowers](#) · [Tutorial](#)

Quality: 6,080 global accepts · Rating: 2000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dp, greedy, sortings, two pointers

[froggyzhang's solution](#)

1088.

1380D

[Berserk And Fireball](#) · [Tutorial](#)

Quality: 5,005 global accepts · Rating: 2000 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math, two pointers

[froggyzhang's solution](#)

1089.

1370D

[Odd-Even Subsequence](#) · [Tutorial](#)

Quality: 10,927 global accepts · Rating: 2000 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, dp, dsu, greedy, implementation

[froggyzhang's solution](#)

1090.

1366D

[Two Divisors](#) · [Tutorial](#)

Quality: 12,346 global accepts · Rating: 2000 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

1091.

1363E

[Tree Shuffling](#) · [Tutorial](#)

Quality: 7,496 global accepts · Rating: 2000 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)

1092.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[froggyzhang's solution](#)

1093.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-13 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1094.

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2020-05-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1095.

545E

[Paths and Trees](#) · [Tutorial](#)

Quality: 5,554 global accepts · Rating: 2000 · first AC: 2020-05-04 · GNU C++11 (first AC) · Tags: graphs, greedy, shortest paths

[froggyzhang's solution](#)

1096.

896B

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

Quality: 2,297 global accepts · Rating: 2000 · first AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, games, greedy, interactive

[froggyzhang's solution](#)

1097.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings

[froggyzhang's solution](#)

1098.

474E

[Pillars](#) · [Tutorial](#)

Quality: 4,181 global accepts · Rating: 2000 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings, trees

[froggyzhang's solution](#)

1099.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees

[froggyzhang's solution](#)

1100.

1248D1

[The World Is Just a Programming Task \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,521 global accepts · Rating: 2000 · first AC: 2019-10-20 · last AC: 2019-10-26 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation

[froggyzhang's solution](#)

1101.

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2019-09-14 · last AC: 2019-09-15 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[froggyzhang's solution](#)

1102.

1142B

[Lynryd Skynryd](#) · [Tutorial](#)

Quality: 3,739 global accepts · Rating: 2000 · first AC: 2019-07-24 · last AC: 2019-07-25 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, math, trees

[froggyzhang's solution](#)

1103.

475D

[CGCDSSQ](#) · [Tutorial](#)

Quality: 6,510 global accepts · Rating: 2000 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, data structures, math
[froggyzhang's solution](#)

1104.

2068C

[Ads](#) · [Tutorial](#)

Quality: 1,637 global accepts · Rating: 2100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, greedy, two pointers

[froggyzhang's solution](#)

1105.

2052D

[DAG Serialization](#) · [Tutorial](#)

Quality: 1,214 global accepts · Rating: 2100 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, graphs

[froggyzhang's solution](#)

1106.

2045I

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

Quality: 1,377 global accepts · Rating: 2100 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

1107.

2038B

[Make It Equal](#) · [Tutorial](#)

Quality: 1,908 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy, math

[froggyzhang's solution](#)

1108.

2038K

[Grid Walk](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2100 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, number theory

[froggyzhang's solution](#)

1109.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, games, math, number theory

[froggyzhang's solution](#)

1110.

2000G

[Call During the Journey](#) · [Tutorial](#)

Quality: 3,131 global accepts · Rating: 2100 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, graphs, greedy, shortest paths

[froggyzhang's solution](#)

1111.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[froggyzhang's solution](#)

1112.

1667B

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

Quality: 4,321 global accepts · Rating: 2100 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

1113.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math, number theory, trees

[froggyzhang's solution](#)

1114.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, implementation

[froggyzhang's solution](#)

1115.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1116.

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[froggyzhang's solution](#)

1117.

1605D

[Treelabeling](#) · [Tutorial](#)

Quality: 3,252 global accepts · Rating: 2100 · first AC: 2021-11-13 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, games, greedy, implementation, trees

[froggyzhang's solution](#)

1118.

1606E

[Arena](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1119.

1154F

[Shovels Shop](#) · [Tutorial](#)

Quality: 3,336 global accepts · Rating: 2100 · first AC: 2021-10-24 · last AC: 2021-10-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings

[froggyzhang's solution](#)

1120.

1593F

[Red-Black Number](#) · [Tutorial](#)

Quality: 2,657 global accepts · Rating: 2100 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, implementation, math, meet-in-the-middle

[froggyzhang's solution](#)

1121.

1598E

[Staircases](#) · [Tutorial](#)

Quality: 2,496 global accepts · Rating: 2100 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, data structures, dfs and similar, dp, implementation, math

[froggyzhang's solution](#)

1122.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[froggyzhang's solution](#)

1123.

1185G1

[Playlist for Polycarp \(easy version\)](#) · [Tutorial](#)

Quality: 3,198 global accepts · Rating: 2100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp
[froggyzhang's solution](#)

1124.

768E

[Game of Stones](#) · [Tutorial](#)

Quality: 3,508 global accepts · Rating: 2100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, games
[froggyzhang's solution](#)

1125.

1472G

[Moving to the Capital](#) · [Tutorial](#)

Quality: 5,643 global accepts · Rating: 2100 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, shortest paths
[froggyzhang's solution](#)

1126.

1472F

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

Quality: 3,289 global accepts · Rating: 2100 · first AC: 2021-09-26 · last AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graph matchings, greedy, sortings
[froggyzhang's solution](#)

1127.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2021-08-29 · last AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation
[froggyzhang's solution](#)

1128.

1207F

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

Quality: 6,749 global accepts · Rating: 2100 · first AC: 2021-08-28 · last AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation
[froggyzhang's solution](#)

1129.

1560F2

[Nearest Beautiful Number \(hard version\)](#) · [Tutorial](#)

Quality: 4,969 global accepts · Rating: 2100 · first AC: 2021-08-18 · last AC: 2021-08-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, greedy
[froggyzhang's solution](#)

1130.

1551D2

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

Quality: 2,990 global accepts · Rating: 2100 · first AC: 2021-08-05 · last AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math
[froggyzhang's solution](#)

1131.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[froggyzhang's solution](#)

1132.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math
[froggyzhang's solution](#)

1133.

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2021-07-31 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, trees, two pointers

[froggyzhang's solution](#)

1134.

1547G

[How Many Paths? · Tutorial](#)

Quality: 3,549 global accepts · Rating: 2100 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[froggyzhang's solution](#)

1135.

630P

[Area of a Star · Tutorial](#)

Quality: 1,346 global accepts · Rating: 2100 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: geometry, math

[froggyzhang's solution](#)

1136.

1184A2

[Heidi Learns Hashing \(Medium\) · Tutorial](#)

Quality: 1,124 global accepts · Rating: 2100 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, number theory

[froggyzhang's solution](#)

1137.

1538E

[Funny Substrings · Tutorial](#)

Quality: 3,222 global accepts · Rating: 2100 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, implementation, matrices, strings

[froggyzhang's solution](#)

1138.

1538G

[Gift Set · Tutorial](#)

Quality: 5,214 global accepts · Rating: 2100 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, ternary search

[froggyzhang's solution](#)

1139.

1525E

[Assimilation IV · Tutorial](#)

Quality: 2,447 global accepts · Rating: 2100 · first AC: 2021-05-16 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities, two pointers

[froggyzhang's solution](#)

1140.

1028D

[Order book · Tutorial](#)

Quality: 1,822 global accepts · Rating: 2100 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, greedy

[froggyzhang's solution](#)

1141.

1184E2

[Daleks' Invasion \(medium\) · Tutorial](#)

Quality: 1,057 global accepts · Rating: 2100 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, shortest paths, trees

[froggyzhang's solution](#)

1142.

1265E

[Beautiful Mirrors · Tutorial](#)

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math, probabilities

[froggyzhang's solution](#)

1143.

1387B1

[Village \(Minimum\) · Tutorial](#)

Quality: 1,890 global accepts · Rating: 2100 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, greedy, trees

[froggyzhang's solution](#)

1144.

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[froggyzhang's solution](#)

1145.

1044C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Quality: 1,409 global accepts · Rating: 2100 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: dp, geometry

[froggyzhang's solution](#)

1146.

1074C

[Optimal Polygon Perimeter](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, geometry

[froggyzhang's solution](#)

1147.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2021-04-22 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[froggyzhang's solution](#)

1148.

1510G

[Guide](#) · [Tutorial](#)

Quality: 1,384 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: —

[froggyzhang's solution](#)

1149.

1510D

[Digits](#) · [Tutorial](#)

Quality: 2,116 global accepts · Rating: 2100 · first AC: 2021-04-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[froggyzhang's solution](#)

1150.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[froggyzhang's solution](#)

1151.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[froggyzhang's solution](#)

1152.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[froggyzhang's solution](#)

1153.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

1154.

788B

[Weird journey](#) · [Tutorial](#)

Quality: 2,887 global accepts · Rating: 2100 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1155.

1454F

[Array Partition](#) · [Tutorial](#)

Quality: 4,668 global accepts · Rating: 2100 · first AC: 2020-11-27 · last AC: 2020-11-28 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, two pointers

[froggyzhang's solution](#)

1156.

995A

[Tesla](#) · [Tutorial](#)

Quality: 1,807 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

1157.

992D

[Nastya and a Game](#) · [Tutorial](#)

Quality: 1,751 global accepts · Rating: 2100 · first AC: 2020-11-19 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, math

[froggyzhang's solution](#)

1158.

1446C

[Xor Tree](#) · [Tutorial](#)

Quality: 4,091 global accepts · Rating: 2100 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, divide and conquer, dp, trees

[froggyzhang's solution](#)

1159.

996C

[Tesla](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: —

[froggyzhang's solution](#)

1160.

1447E

[Xor Tree](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, dp, graphs, string suffix structures, trees

[froggyzhang's solution](#)

1161.

1032E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

Quality: 1,865 global accepts · Rating: 2100 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, math

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1162.

1079E

[The Unbearable Lightness of Weights](#) · [Tutorial](#)

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1163.

1195E

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Quality: 3,549 global accepts · Rating: 2100 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

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1164.

1413E

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Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, math, ternary search
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1165.

1433G

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Quality: 5,116 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, shortest paths
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1166.

1433F

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Quality: 6,748 global accepts · Rating: 2100 · first AC: 2020-10-23 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp
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1167.

1419E

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Quality: 3,505 global accepts · Rating: 2100 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math, number theory
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1168.

1420C2

[Pokémon Army \(hard version\)](#) · [Tutorial](#)

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation
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1169.

1418D

[Trash Problem](#) · [Tutorial](#)

Quality: 4,743 global accepts · Rating: 2100 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, implementation
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1170.

1409F

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Quality: 5,119 global accepts · Rating: 2100 · first AC: 2020-09-05 · last AC: 2020-09-05 · GNU C++11 (first AC) · Tags: dp, strings
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1171.

1392E

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Quality: 3,747 global accepts · Rating: 2100 · first AC: 2020-08-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, interactive, math
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1172.

1393D

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Quality: 4,191 global accepts · Rating: 2100 · first AC: 2020-08-09 · last AC: 2020-08-09 · GNU C++11 (first AC) · Tags: dfs and similar, dp, implementation, shortest paths
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1173.

1389D

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Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[froggyzhang's solution](#)

1174.

1372D

[Omkar and Circle](#) · [Tutorial](#)

Quality: 5,719 global accepts · Rating: 2100 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: brute force, dp, games, greedy

[froggyzhang's solution](#)

1175.

1370E

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Quality: 5,220 global accepts · Rating: 2100 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

1176.

1366E

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Quality: 4,623 global accepts · Rating: 2100 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: binary search, brute force, combinatorics, constructive algorithms, dp, two pointers

[froggyzhang's solution](#)

1177.

1364D

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Quality: 4,961 global accepts · Rating: 2100 · first AC: 2020-06-14 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, implementation, trees

[froggyzhang's solution](#)

1178.

1365F

[Swaps Again](#) · [Tutorial](#)

Quality: 4,757 global accepts · Rating: 2100 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, sortings

[froggyzhang's solution](#)

1179.

1363D

[Guess The Maximums](#) · [Tutorial](#)

Quality: 4,414 global accepts · Rating: 2100 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, implementation, interactive, math

[froggyzhang's solution](#)

1180.

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[froggyzhang's solution](#)

1181.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[froggyzhang's solution](#)

1182.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,131 global accepts · Rating: 2100 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings

[froggyzhang's solution](#)

1183.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, math,

matrices

[froggyzhang's solution](#)

1184.

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: dp, strings

[froggyzhang's solution](#)

1185.

1278D

[Segment Tree](#) · [Tutorial](#)

Quality: 4,328 global accepts · Rating: 2100 · first AC: 2020-03-12 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, trees

[froggyzhang's solution](#)

1186.

1312E

[Array Shrinking](#) · [Tutorial](#)

Quality: 7,378 global accepts · Rating: 2100 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1187.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[froggyzhang's solution](#)

1188.

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2020-02-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1189.

1299C

[Water Balance](#) · [Tutorial](#)

Quality: 4,333 global accepts · Rating: 2100 · first AC: 2020-02-09 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, geometry, greedy

[froggyzhang's solution](#)

1190.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-07 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings

[froggyzhang's solution](#)

1191.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math

[froggyzhang's solution](#)

1192.

1271D

[Portals](#) · [Tutorial](#)

Quality: 3,402 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2019-12-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[froggyzhang's solution](#)

1193.

1077F2

[Pictures with Kittens \(hard version\)](#) · [Tutorial](#)

Quality: 4,184 global accepts · Rating: 2100 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

1194.

771C

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

Quality: 3,552 global accepts · Rating: 2100 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[froggyzhang's solution](#)

1195.

754D

[Fedor and coupons](#) · [Tutorial](#)

Quality: 2,694 global accepts · Rating: 2100 · first AC: 2019-07-14 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, sortings

[froggyzhang's solution](#)

1196.

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: dp, math, matrices

[froggyzhang's solution](#)

1197.

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar

[froggyzhang's solution](#)

1198.

2189D2

[Little String \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,944 global accepts · Rating: 2200 · first AC: 2026-01-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, greedy, math, number theory

[froggyzhang's solution](#)

1199.

2073G

[Corrupted File](#) · [Tutorial](#)

Quality: 925 global accepts · Rating: 2200 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

1200.

2045G

[X Aura](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: graphs, math, shortest paths

[froggyzhang's solution](#)

1201.

2045H

[Missing Separators](#) · [Tutorial](#)

Quality: 795 global accepts · Rating: 2200 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: dp, sortings, string suffix structures, strings

[froggyzhang's solution](#)

1202.

1998E1

[Eliminating Balls With Merging \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2200 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy

[froggyzhang's solution](#)

1203.

2000H

[Ksyusha and the Loaded Set](#) · [Tutorial](#)

Quality: 2,317 global accepts · Rating: 2200 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, implementation

[froggyzhang's solution](#)

1204.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation

[froggyzhang's solution](#)

1205.

1991F

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

Quality: 2,777 global accepts · Rating: 2200 · first AC: 2024-07-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings

[froggyzhang's solution](#)

1206.

1659E

[AND-MEX Walk](#) · [Tutorial](#)

Quality: 1,971 global accepts · Rating: 2200 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1207.

1657E

[Star MST](#) · [Tutorial](#)

Quality: 2,491 global accepts · Rating: 2200 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graph matchings, math

[froggyzhang's solution](#)

1208.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[froggyzhang's solution](#)

1209.

1635E

[Cars](#) · [Tutorial](#)

Quality: 2,724 global accepts · Rating: 2200 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, greedy, sortings

[froggyzhang's solution](#)

1210.

678E

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

Quality: 2,726 global accepts · Rating: 2200 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[froggyzhang's solution](#)

1211.

1630C

[Paint the Middle](#) · [Tutorial](#)

Quality: 3,325 global accepts · Rating: 2200 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, two pointers

[froggyzhang's solution](#)

1212.

1616E

[Lexicographically Small Enough](#) · [Tutorial](#)

Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, strings

[froggyzhang's solution](#)

1213.

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[froggyzhang's solution](#)

1214.

1618G

[Trader Problem](#) · [Tutorial](#)

Quality: 1,933 global accepts · Rating: 2200 · first AC: 2021-12-14 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, sortings

[froggyzhang's solution](#)

1215.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1216.

1607G

[Banquet Preparations 1](#) · [Tutorial](#)

Quality: 1,743 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy

[froggyzhang's solution](#)

1217.

1607H

[Banquet Preparations 2](#) · [Tutorial](#)

Quality: 1,427 global accepts · Rating: 2200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings, two pointers

[froggyzhang's solution](#)

1218.

1154G

[Minimum Possible LCM](#) · [Tutorial](#)

Quality: 3,258 global accepts · Rating: 2200 · first AC: 2021-10-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math, number theory

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1219.

1583E

[Moment of Bloom](#) · [Tutorial](#)

Quality: 2,485 global accepts · Rating: 2200 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy, trees

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1220.

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees

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1221.

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1222.

429D

[Tricky Function](#) · [Tutorial](#)

Quality: 3,232 global accepts · Rating: 2200 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

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1223.

1593G

[Changing Brackets](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2200 · first AC: 2021-10-14 · last AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy

[froggyzhang's solution](#)

1224.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-29 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1225.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

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1226.

768D

[Jon and Orbs](#) · [Tutorial](#)

Quality: 3,424 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[froggyzhang's solution](#)

1227.

1140E

[Palindrome-less Arrays](#) · [Tutorial](#)

Quality: 2,112 global accepts · Rating: 2200 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp

[froggyzhang's solution](#)

1228.

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, math

[froggyzhang's solution](#)

1229.

1208E

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Quality: 2,183 global accepts · Rating: 2200 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

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1230.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

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1231.

1238E

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

Quality: 3,460 global accepts · Rating: 2200 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[froggyzhang's solution](#)

1232.

1238F

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

Quality: 2,060 global accepts · Rating: 2200 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[froggyzhang's solution](#)

1233.

1562D2

[Two Hundred Twenty One \(hard version\)](#) · [Tutorial](#)

Quality: 2,245 global accepts · Rating: 2200 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[froggyzhang's solution](#)

1234.

1559E

[Mocha and Stars](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2200 · first AC: 2021-08-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math, number theory

[froggyzhang's solution](#)

1235.

1551F

[Equidistant Vertices](#) · [Tutorial](#)

Quality: 2,178 global accepts · Rating: 2200 · first AC: 2021-07-23 · last AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[froggyzhang's solution](#)

1236.

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-08-10 · last AC: 2021-08-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1237.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, sortings

[froggyzhang's solution](#)

1238.

1543D2

[RPD and Rap Sheet \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2200 · first AC: 2021-07-08 · last AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[froggyzhang's solution](#)

1239.

1542D

[Priority Queue](#) · [Tutorial](#)

Quality: 2,921 global accepts · Rating: 2200 · first AC: 2021-07-03 · last AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math, ternary search

[froggyzhang's solution](#)

1240.

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp

[froggyzhang's solution](#)

1241.

549C

[The Game Of Parity](#) · [Tutorial](#)

Quality: 1,827 global accepts · Rating: 2200 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: games

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1242.

1537F

[Figure Fixing](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, math

[froggyzhang's solution](#)

1243.

1537E2

[Erase and Extend \(Hard Version\)](#) · [Tutorial](#)

Quality: 6,162 global accepts · Rating: 2200 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, hashing, string suffix structures, strings, two pointers

[froggyzhang's solution](#)

1244.

1526D

[Kill Anton](#) · [Tutorial](#)

Quality: 2,799 global accepts · Rating: 2200 · first AC: 2021-05-28 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math, strings

[froggyzhang's solution](#)

1245.

1535E

[Gold Transfer](#) · [Tutorial](#)

Quality: 3,066 global accepts · Rating: 2200 · first AC: 2021-06-04 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, interactive, trees

[froggyzhang's solution](#)

1246.

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1247.

1468H

[K and Medians](#) · [Tutorial](#)

Quality: 1,996 global accepts · Rating: 2200 · first AC: 2020-12-25 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1248.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1249.

1520G

[To Go Or Not To Go?](#) · [Tutorial](#)

Quality: 4,219 global accepts · Rating: 2200 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, graphs, greedy, implementation, shortest paths

[froggyzhang's solution](#)

1250.

1520F2

[Guess the K-th Zero \(Hard version\)](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2200 · first AC: 2021-05-07 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, interactive

[froggyzhang's solution](#)

1251.

1515E

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

Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1252.

809B

[Glad to see you!](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2200 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[froggyzhang's solution](#)

1253.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, greedy, interactive,

sortings

[froggyzhang's solution](#)

1254.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[froggyzhang's solution](#)

1255.

1503C

[Travelling Salesman Problem](#) · [Tutorial](#)

Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

[froggyzhang's solution](#)

1256.

1505F

[Math](#) · [Tutorial](#)

Quality: 1,591 global accepts · Rating: 2200 · first AC: 2021-04-01 · last AC: 2021-04-04 · GNU C++11 (first AC) · Tags: *special, math

[froggyzhang's solution](#)

1257.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-16 · GNU C++11 (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory

[froggyzhang's solution](#)

1258.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[froggyzhang's solution](#)

1259.

1485D

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

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, math, number theory

[froggyzhang's solution](#)

1260.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[froggyzhang's solution](#)

1261.

1468A

[LaIS](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2200 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1262.

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[froggyzhang's solution](#)

1263.

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[froggyzhang's solution](#)

1264.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[froggyzhang's solution](#)

1265.

1425E

[Excitation of Atoms](#) · [Tutorial](#)

Quality: 1,013 global accepts · Rating: 2200 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation

[froggyzhang's solution](#)

1266.

1407D

[Discrete Centrifugal Jumps](#) · [Tutorial](#)

Quality: 5,704 global accepts · Rating: 2200 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: data structures, dp, graphs

[froggyzhang's solution](#)

1267.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[froggyzhang's solution](#)

1268.

1400E

[Clear the Multiset](#) · [Tutorial](#)

Quality: 6,310 global accepts · Rating: 2200 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy

[froggyzhang's solution](#)

1269.

1398E

[Two Types of Spells](#) · [Tutorial](#)

Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-15 · last AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, math, sortings

[froggyzhang's solution](#)

1270.

1399E2

[Weights Division \(hard version\)](#) · [Tutorial](#)

Quality: 2,524 global accepts · Rating: 2200 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, greedy, sortings, trees, two pointers

[froggyzhang's solution](#)

1271.

1389E

[Calendar Ambiguity](#) · [Tutorial](#)

Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

1272.

1384B2

[Koa and the Beach \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,591 global accepts · Rating: 2200 · first AC: 2020-07-27 · last AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation

[froggyzhang's solution](#)

1273.

575G

[Run for beer](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2200 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, shortest paths
[froggyzhang's solution](#)

1274.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-07-21 · last AC: 2020-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures
[froggyzhang's solution](#)

1275.

570D

[Tree Requests](#) · [Tutorial](#)

Quality: 9,041 global accepts · Rating: 2200 · first AC: 2019-07-19 · last AC: 2020-07-01 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, graphs, trees
[froggyzhang's solution](#)

1276.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy
[froggyzhang's solution](#)

1277.

316G2

[Good Substrings](#) · [Tutorial](#)

Quality: 518 global accepts · Rating: 2200 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: string suffix structures
[froggyzhang's solution](#)

1278.

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2020-05-09 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees
[froggyzhang's solution](#)

1279.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[froggyzhang's solution](#)

1280.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings
[froggyzhang's solution](#)

1281.

1184C2

[Heidi and the Turing Test \(Medium\)](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2200 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: data structures
[froggyzhang's solution](#)

1282.

1335F

[Robots on a Grid](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2200 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, matrices
[froggyzhang's solution](#)

1283.

1097D

[Makoto and a Blackboard](#) · [Tutorial](#)

Quality: 3,172 global accepts · Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: dp, math, number theory, probabilities
[froggyzhang's solution](#)

1284.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · last AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[froggyzhang's solution](#)

1285.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, math, number theory
[froggyzhang's solution](#)

1286.

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-09 · GNU C++11 (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers
[froggyzhang's solution](#)

1287.

427D

[Match & Catch](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 2200 · first AC: 2020-04-02 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings
[froggyzhang's solution](#)

1288.

1328F

[Make k Equal](#) · [Tutorial](#)

Quality: 3,525 global accepts · Rating: 2200 · first AC: 2020-03-27 · GNU C++11 (first AC) · Tags: greedy
[froggyzhang's solution](#)

1289.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory
[froggyzhang's solution](#)

1290.

1196F

[K-th Path](#) · [Tutorial](#)

Quality: 3,162 global accepts · Rating: 2200 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, shortest paths, sortings
[froggyzhang's solution](#)

1291.

1278E

[Tests for problem D](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2200 · first AC: 2020-03-12 · last AC: 2020-03-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, trees
[froggyzhang's solution](#)

1292.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-03 · last AC: 2020-03-06 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math
[froggyzhang's solution](#)

1293.

559C

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

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory
[froggyzhang's solution](#)

1294.

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2020-02-19 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings
[froggyzhang's solution](#)

1295.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2019-11-14 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs
[froggyzhang's solution](#)

1296.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2019-07-26 · GNU C++11 (first AC) · Tags: data structures
[froggyzhang's solution](#)

1297.

1175E

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

Quality: 4,539 global accepts · Rating: 2200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, greedy, implementation, trees
[froggyzhang's solution](#)

1298.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: constructive algorithms, math, sortings
[froggyzhang's solution](#)

1299.

1136E

[Nastya Hasn't Written a Legend](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2200 · first AC: 2019-07-08 · GNU C++11 (first AC) · Tags: binary search, data structures
[froggyzhang's solution](#)

1300.

2068A

[Condorcet Elections](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, probabilities
[froggyzhang's solution](#)

1301.

2041I

[Auto Complete](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, implementation, sortings, strings, trees
[froggyzhang's solution](#)

1302.

2041H

[Sheet Music](#) · [Tutorial](#)

Quality: 1,031 global accepts · Rating: 2300 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math
[froggyzhang's solution](#)

1303.

2006C

[Eri and Expanded Sets](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2300 · first AC: 2024-09-06 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, math, number theory, two pointers

[froggyzhang's solution](#)

1304.

2002E

[Cosmic Rays](#) · [Tutorial](#)

Quality: 2,920 global accepts · Rating: 2300 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp
[froggyzhang's solution](#)

1305.

1995D

[Cases](#) · [Tutorial](#)

Quality: 2,889 global accepts · Rating: 2300 · first AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, strings
[froggyzhang's solution](#)

1306.

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers
[froggyzhang's solution](#)

1307.

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy
[froggyzhang's solution](#)

1308.

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers
[froggyzhang's solution](#)

1309.

1691E

[Number of Groups](#) · [Tutorial](#)

Quality: 2,101 global accepts · Rating: 2300 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings
[froggyzhang's solution](#)

1310.

1681F

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

Quality: 2,322 global accepts · Rating: 2300 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dp, dsu, trees
[froggyzhang's solution](#)

1311.

1675G

[Sorting Pancakes](#) · [Tutorial](#)

Quality: 2,123 global accepts · Rating: 2300 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

1312.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs, math
[froggyzhang's solution](#)

1313.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[froggyzhang's solution](#)

1314.

1623D

[Robot Cleaner Revisit](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2300 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, probabilities

[froggyzhang's solution](#)

1315.

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2021-12-03 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, number theory

[froggyzhang's solution](#)

1316.

1584E

[Game with Stones](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, games, greedy

[froggyzhang's solution](#)

1317.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[froggyzhang's solution](#)

1318.

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, greedy, sortings

[froggyzhang's solution](#)

1319.

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings

[froggyzhang's solution](#)

1320.

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, number theory

[froggyzhang's solution](#)

1321.

1607F

[Robot on the Board 2](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2300 · first AC: 2021-11-03 · last AC: 2021-11-03 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, implementation

[froggyzhang's solution](#)

1322.

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[froggyzhang's solution](#)

1323.

1594E2

[Rubik's Cube Coloring \(hard version\) · Tutorial](#)

Quality: 1,612 global accepts · Rating: 2300 · first AC: 2021-10-09 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, implementation, math, trees

[froggyzhang's solution](#)

1324.

1592D

[Hemose in ICPC ? · Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees

[froggyzhang's solution](#)

1325.

1090E

[Horseback Riding · Tutorial](#)

Quality: 676 global accepts · Rating: 2300 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1326.

915E

[Physical Education Lessons · Tutorial](#)

Quality: 5,569 global accepts · Rating: 2300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, sortings

[froggyzhang's solution](#)

1327.

1553F

[Pairwise Modulo · Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-25 · last AC: 2021-08-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[froggyzhang's solution](#)

1328.

1552E

[Colors and Intervals · Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-27 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[froggyzhang's solution](#)

1329.

1548D1

[Gregor and the Odd Cows \(Easy\) · Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

[froggyzhang's solution](#)

1330.

1550D

[Excellent Arrays · Tutorial](#)

Quality: 2,058 global accepts · Rating: 2300 · first AC: 2021-07-16 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation, math, sortings, two pointers

[froggyzhang's solution](#)

1331.

1046I

[Say Hello · Tutorial](#)

Quality: 574 global accepts · Rating: 2300 · first AC: 2021-07-09 · last AC: 2021-07-09 · GNU C++11 (first AC) · Tags: geometry

[froggyzhang's solution](#)

1332.

1250E

[The Coronation · Tutorial](#)

Quality: 910 global accepts · Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation

[froggyzhang's solution](#)

1333.

1015F

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

Quality: 1,477 global accepts · Rating: 2300 · first AC: 2021-07-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[froggyzhang's solution](#)

1334.

1250G

[Discarding Game](#) · [Tutorial](#)

Quality: 775 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, two pointers

[froggyzhang's solution](#)

1335.

1245E

[Hyakugoku and Ladders](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2300 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities, shortest paths

[froggyzhang's solution](#)

1336.

1148E

[Earth Wind and Fire](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2300 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings, two pointers

[froggyzhang's solution](#)

1337.

993E

[Nikita and Order Statistics](#) · [Tutorial](#)

Quality: 1,786 global accepts · Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, fft, math

[froggyzhang's solution](#)

1338.

1070G

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

Quality: 930 global accepts · Rating: 2300 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, implementation

[froggyzhang's solution](#)

1339.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[froggyzhang's solution](#)

1340.

1062E

[Company](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2300 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, greedy, trees

[froggyzhang's solution](#)

1341.

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2021-06-21 · last AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[froggyzhang's solution](#)

1342.

1065E

[Side Transmutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2300 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, strings

[froggyzhang's solution](#)

1343.

985F

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

Quality: 2,168 global accepts · Rating: 2300 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings
[froggyzhang's solution](#)

1344.

87D

[Beautiful Road](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2300 · first AC: 2021-06-19 · last AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, implementation, sortings, trees
[froggyzhang's solution](#)

1345.

1131E

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

Quality: 1,262 global accepts · Rating: 2300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, strings
[froggyzhang's solution](#)

1346.

1004D

[Sonya and Matrix](#) · [Tutorial](#)

Quality: 1,499 global accepts · Rating: 2300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation
[froggyzhang's solution](#)

1347.

1070J

[Streets and Avenues in Berhattan](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2300 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

1348.

1045C

[Hyperspace Highways](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees
[froggyzhang's solution](#)

1349.

1132E

[Knapsack](#) · [Tutorial](#)

Quality: 1,969 global accepts · Rating: 2300 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy
[froggyzhang's solution](#)

1350.

1101G

[\(Zero XOR Subset\)-less](#) · [Tutorial](#)

Quality: 2,208 global accepts · Rating: 2300 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[froggyzhang's solution](#)

1351.

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, sortings
[froggyzhang's solution](#)

1352.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths
[froggyzhang's solution](#)

1353.

1270E

[Divide Points](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, math

[froggyzhang's solution](#)

1354.

1073E

[Segment Sum](#) · [Tutorial](#)

Quality: 3,573 global accepts · Rating: 2300 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[froggyzhang's solution](#)

1355.

1156F

[Card Bag](#) · [Tutorial](#)

Quality: 1,715 global accepts · Rating: 2300 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[froggyzhang's solution](#)

1356.

598C

[Nearest vectors](#) · [Tutorial](#)

Quality: 5,402 global accepts · Rating: 2300 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 7-32) (first AC) · Tags: geometry, sortings

[froggyzhang's solution](#)

1357.

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, number theory, probabilities

[froggyzhang's solution](#)

1358.

1200F

[Graph Traveler](#) · [Tutorial](#)

Quality: 1,163 global accepts · Rating: 2300 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, graphs, implementation, math, number theory

[froggyzhang's solution](#)

1359.

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math, sortings

[froggyzhang's solution](#)

1360.

1217E

[Sum Queries?](#) · [Tutorial](#)

Quality: 2,062 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, math

[froggyzhang's solution](#)

1361.

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1362.

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[froggyzhang's solution](#)

1363.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[froggyzhang's solution](#)

1364.

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory, two pointers

[froggyzhang's solution](#)

1365.

1190C

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

Quality: 2,239 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy

[froggyzhang's solution](#)

1366.

768F

[Barrels and boxes](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2300 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, math, number theory, probabilities

[froggyzhang's solution](#)

1367.

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2021-06-02 · last AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[froggyzhang's solution](#)

1368.

1252B

[Cleaning Robots](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[froggyzhang's solution](#)

1369.

1236D

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

Quality: 1,738 global accepts · Rating: 2300 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[froggyzhang's solution](#)

1370.

1239C

[Queue in the Train](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[froggyzhang's solution](#)

1371.

1244F

[Chips](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation

[froggyzhang's solution](#)

1372.

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

1373.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[froggyzhang's solution](#)

1374.

1252L

[Road Construction](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1375.

1254C

[Point Ordering](#) · [Tutorial](#)

Quality: 1,595 global accepts · Rating: 2300 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[froggyzhang's solution](#)

1376.

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[froggyzhang's solution](#)

1377.

1268C

[K Integers](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

1378.

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1379.

1282D

[Enchanted Artifact](#) · [Tutorial](#)

Quality: 2,375 global accepts · Rating: 2300 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, strings

[froggyzhang's solution](#)

1380.

1285E

[Delete a Segment](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, graphs, sortings, trees, two pointers

[froggyzhang's solution](#)

1381.

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[froggyzhang's solution](#)

1382.

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[froggyzhang's solution](#)

1383.

1371E2

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

Quality: 2,513 global accepts · Rating: 2300 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, math, number theory, sortings

[froggyzhang's solution](#)

1384.

1411E

[Poman Numbers](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2300 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, strings

[froggyzhang's solution](#)

1385.

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, sortings

[froggyzhang's solution](#)

1386.

1453E

[Dog Snacks](#) · [Tutorial](#)

Quality: 2,225 global accepts · Rating: 2300 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)

1387.

1476E

[Pattern Matching](#) · [Tutorial](#)

Quality: 2,756 global accepts · Rating: 2300 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, graphs, hashing, sortings, strings

[froggyzhang's solution](#)

1388.

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[froggyzhang's solution](#)

1389.

1513E

[Cost Equilibrium](#) · [Tutorial](#)

Quality: 1,732 global accepts · Rating: 2300 · first AC: 2021-04-18 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math, sortings

[froggyzhang's solution](#)

1390.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2021-03-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[froggyzhang's solution](#)

1391.

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[froggyzhang's solution](#)

1392.

1450C2

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

Quality: 4,178 global accepts · Rating: 2300 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

1393.

1468M

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Quality: 1,130 global accepts · Rating: 2300 · first AC: 2020-12-25 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, implementation

[froggyzhang's solution](#)

1394.

316D1

[PE Lesson](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: brute force, dp

[froggyzhang's solution](#)

1395.

316D2

[PE Lesson](#) · [Tutorial](#)

Quality: 544 global accepts · Rating: 2300 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp

[froggyzhang's solution](#)

1396.

1451E2

[Bitwise Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2020-11-28 · last AC: 2020-11-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[froggyzhang's solution](#)

1397.

995C

[Leaving the Bar](#) · [Tutorial](#)

Quality: 2,053 global accepts · Rating: 2300 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[froggyzhang's solution](#)

1398.

935E

[Fafa and Ancient Mathematics](#) · [Tutorial](#)

Quality: 979 global accepts · Rating: 2300 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, trees

[froggyzhang's solution](#)

1399.

996E

[Leaving the Bar](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, geometry, greedy, math, sortings

[froggyzhang's solution](#)

1400.

1197E

[Culture Code](#) · [Tutorial](#)

Quality: 1,852 global accepts · Rating: 2300 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, combinatorics, data structures, dp, shortest paths, sortings

[froggyzhang's solution](#)

1401.

1245F

[Daniel and Spring Cleaning](#) · [Tutorial](#)

Quality: 2,264 global accepts · Rating: 2300 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[froggyzhang's solution](#)

1402.

1096F

[Inversion Expectation](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities

[froggyzhang's solution](#)

1403.

1151F

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

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[froggyzhang's solution](#)

1404.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[froggyzhang's solution](#)

1405.

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2020-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1406.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-09-11 · last AC: 2020-09-11 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[froggyzhang's solution](#)

1407.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-09-11 · last AC: 2020-09-11 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[froggyzhang's solution](#)

1408.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[froggyzhang's solution](#)

1409.

1405E

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

Rating: 2300 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[froggyzhang's solution](#)

1410.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dp, greedy, implementation

[froggyzhang's solution](#)

1411.

1403B

[Spring cleaning](#) · [Tutorial](#)

Quality: 394 global accepts · Rating: 2300 · first AC: 2020-09-01 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

[froggyzhang's solution](#)

1412.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2020-08-13 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[froggyzhang's solution](#)

1413.

1399F

[Yet Another Segments Subset](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2300 · first AC: 2020-08-06 · last AC: 2020-08-07 · GNU C++11 (first AC) · Tags: data structures, dp, graphs, sortings

[froggyzhang's solution](#)

1414.

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2020-08-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math
[froggyzhang's solution](#)

1415.

1314D

[Tourism](#) · [Tutorial](#)

Rating: 2300 · first AC: 2020-07-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, probabilities
[froggyzhang's solution](#)

1416.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: flows
[froggyzhang's solution](#)

1417.

723F

[st-Spanning Tree](#) · [Tutorial](#)

Quality: 1,752 global accepts · Rating: 2300 · first AC: 2020-07-26 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, greedy, implementation
[froggyzhang's solution](#)

1418.

1379D

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

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers
[froggyzhang's solution](#)

1419.

1380E

[Merging Towers](#) · [Tutorial](#)

Quality: 2,409 global accepts · Rating: 2300 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation, trees
[froggyzhang's solution](#)

1420.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2020-06-14 · last AC: 2020-07-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, trees
[froggyzhang's solution](#)

1421.

1042E

[Vasya and Magic Matrix](#) · [Tutorial](#)

Quality: 2,081 global accepts · Rating: 2300 · first AC: 2020-06-24 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[froggyzhang's solution](#)

1422.

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2020-06-15 · last AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory
[froggyzhang's solution](#)

1423.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: combinatorics, fft, math
[froggyzhang's solution](#)

1424.

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: string suffix structures
[froggyzhang's solution](#)

1425.

438D

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

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2020-03-25 · GNU C++11 (first AC) · Tags: data structures, math
[froggyzhang's solution](#)

1426.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2020-03-18 · last AC: 2020-03-23 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[froggyzhang's solution](#)

1427.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2020-03-19 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, data structures
[froggyzhang's solution](#)

1428.

1132D

[Stressful Training](#) · [Tutorial](#)

Quality: 2,265 global accepts · Rating: 2300 · first AC: 2020-03-18 · GNU C++11 (first AC) · Tags: binary search, greedy
[froggyzhang's solution](#)

1429.

1292C

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

Quality: 2,252 global accepts · Rating: 2300 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, greedy, trees
[froggyzhang's solution](#)

1430.

1293E

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

Rating: 2300 · first AC: 2020-03-13 · GNU C++11 (first AC) · Tags: combinatorics, dp, greedy, trees
[froggyzhang's solution](#)

1431.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · last AC: 2020-03-09 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory
[froggyzhang's solution](#)

1432.

1304F1

[Animal Observation \(easy version\)](#) · [Tutorial](#)

Quality: 2,000 global accepts · Rating: 2300 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp
[froggyzhang's solution](#)

1433.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-01-10 · last AC: 2020-02-10 · GNU C++11 (first AC) · Tags: data structures, dsu, trees
[froggyzhang's solution](#)

1434.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2020-02-06 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory
[froggyzhang's solution](#)

1435.

817F

[MEX Queries](#) · [Tutorial](#)

Quality: 3,362 global accepts · Rating: 2300 · first AC: 2020-01-26 · GNU C++11 (first AC) · Tags: binary search, data structures, trees
[froggyzhang's solution](#)

1436.

1203F2

[Complete the Projects \(hard version\)](#) · [Tutorial](#)

Quality: 3,315 global accepts · Rating: 2300 · first AC: 2020-01-17 · last AC: 2020-01-17 · GNU C++11 (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

1437.

1093G

[Multidimensional Queries](#) · [Tutorial](#)

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2019-08-06 · GNU C++11 (first AC) · Tags: bitmasks, data structures
[froggyzhang's solution](#)

1438.

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory
[froggyzhang's solution](#)

1439.

2073D

[Tower of Hanoi](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 2400 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

1440.

2052B

[BitBitJump](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2400 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

1441.

2041F

[Segmentation Folds](#) · [Tutorial](#)

Quality: 508 global accepts · Rating: 2400 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, number theory
[froggyzhang's solution](#)

1442.

2038D

[Divide OR Conquer](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, data structures, dp, implementation
[froggyzhang's solution](#)

1443.

1978F

[Large Graph](#) · [Tutorial](#)

Quality: 1,580 global accepts · Rating: 2400 · first AC: 2024-06-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, number theory, two pointers
[froggyzhang's solution](#)

1444.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, number theory

[froggyzhang's solution](#)

1445.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[froggyzhang's solution](#)

1446.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[froggyzhang's solution](#)

1447.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-04-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[froggyzhang's solution](#)

1448.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

1449.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2022-02-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

1450.

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[froggyzhang's solution](#)

1451.

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-01-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[froggyzhang's solution](#)

1452.

1626E

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

Quality: 1,857 global accepts · Rating: 2400 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, greedy, trees

[froggyzhang's solution](#)

1453.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[froggyzhang's solution](#)

1454.

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks,

combinatorics, dp

[froggyzhang's solution](#)

1455.

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[froggyzhang's solution](#)

1456.

1617D2

[Too Many Impostors \(hard version\)](#) · [Tutorial](#)

Quality: 2,031 global accepts · Rating: 2400 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive, math

[froggyzhang's solution](#)

1457.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[froggyzhang's solution](#)

1458.

1591E

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, trees, two pointers

[froggyzhang's solution](#)

1459.

1591F

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

Rating: 2400 · first AC: 2021-12-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, math

[froggyzhang's solution](#)

1460.

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[froggyzhang's solution](#)

1461.

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, matrices

[froggyzhang's solution](#)

1462.

1605E

[Array Equalizer](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-11-13 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, implementation, math, number theory, sortings, two pointers

[froggyzhang's solution](#)

1463.

920D

[Tanks](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2400 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[froggyzhang's solution](#)

1464.

922F

[Divisibility](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2400 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[froggyzhang's solution](#)

1465.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

1466.

946F

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

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices

[froggyzhang's solution](#)

1467.

959F

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

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math, matrices

[froggyzhang's solution](#)

1468.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, trees

[froggyzhang's solution](#)

1469.

979E

[Kuro and Topological Parity](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2400 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1470.

1606D

[Red-Blue Matrix](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[froggyzhang's solution](#)

1471.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[froggyzhang's solution](#)

1472.

1007B

[Pave the Parallelepiped](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2400 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math, number theory

[froggyzhang's solution](#)

1473.

983C

[Elevator](#) · [Tutorial](#)

Quality: 932 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[froggyzhang's solution](#)

1474.

990F

[Flow Control](#) · [Tutorial](#)

Quality: 1,056 global accepts · Rating: 2400 · first AC: 2021-10-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)

1475.

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2021-10-11 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[froggyzhang's solution](#)

1476.

1017E

[The Supersonic Rocket](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: geometry, hashing, strings

[froggyzhang's solution](#)

1477.

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2021-10-08 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

1478.

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2021-10-03 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers

[froggyzhang's solution](#)

1479.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, shortest paths

[froggyzhang's solution](#)

1480.

513D1

[Constrained Tree](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2400 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar

[froggyzhang's solution](#)

1481.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[froggyzhang's solution](#)

1482.

1004E

[Sonya and Ice Cream](#) · [Tutorial](#)

Quality: 1,239 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, trees

[froggyzhang's solution](#)

1483.

1009G

[Allowed Letters](#) · [Tutorial](#)

Quality: 1,066 global accepts · Rating: 2400 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, flows, graph matchings, graphs, greedy

[froggyzhang's solution](#)

1484.

1016E

[Rest In The Shades](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[froggyzhang's solution](#)

1485.

1186F

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

Quality: 997 global accepts · Rating: 2400 · first AC: 2021-09-14 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, implementation

[froggyzhang's solution](#)

1486.

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[froggyzhang's solution](#)

1487.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[froggyzhang's solution](#)

1488.

1038E

[Maximum Matching](#) · [Tutorial](#)

Quality: 1,095 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[froggyzhang's solution](#)

1489.

1045B

[Space Isaac](#) · [Tutorial](#)

Quality: 596 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: hashing, number theory

[froggyzhang's solution](#)

1490.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[froggyzhang's solution](#)

1491.

1054E

[Chips Puzzle](#) · [Tutorial](#)

Quality: 514 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, math

[froggyzhang's solution](#)

1492.

1055D

[Refactoring](#) · [Tutorial](#)

Quality: 649 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, strings

[froggyzhang's solution](#)

1493.

1051F

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

Quality: 3,754 global accepts · Rating: 2400 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths, trees

[froggyzhang's solution](#)

1494.

1061F

[Lost Root](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2400 · first AC: 2021-09-02 · last AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: interactive,

probabilities

[froggyzhang's solution](#)

1495.

1059E

[Split the Tree](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, trees

[froggyzhang's solution](#)

1496.

1070I

[Privatization of Roads in Berland](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[froggyzhang's solution](#)

1497.

1080E

[Sonya and Matrix Beauty](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: strings

[froggyzhang's solution](#)

1498.

1080F

[Katya and Segments Sets](#) · [Tutorial](#)

Quality: 918 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, interactive, sortings

[froggyzhang's solution](#)

1499.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1500.

1091E

[New Year and the Acquaintance Estimation](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation, math, sortings

[froggyzhang's solution](#)

1501.

1090C

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

Quality: 571 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[froggyzhang's solution](#)

1502.

1089M

[Minegraphed](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[froggyzhang's solution](#)

1503.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

1504.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[froggyzhang's solution](#)

1505.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math, trees
[froggyzhang's solution](#)

1506.

1093E

[Intersection of Permutations](#) · [Tutorial](#)

Quality: 1,861 global accepts · Rating: 2400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

1507.

1205C

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

Quality: 1,263 global accepts · Rating: 2400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: implementation, interactive
[froggyzhang's solution](#)

1508.

1237E

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

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[froggyzhang's solution](#)

1509.

1263F

[Economic Difficulties](#) · [Tutorial](#)

Quality: 951 global accepts · Rating: 2400 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, flows, graphs, trees
[froggyzhang's solution](#)

1510.

1267A

[Apprentice Learning Trajectory](#) · [Tutorial](#)

Quality: 1,061 global accepts · Rating: 2400 · first AC: 2021-08-22 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

1511.

1109D

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

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, math, trees
[froggyzhang's solution](#)

1512.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices, number theory
[froggyzhang's solution](#)

1513.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[froggyzhang's solution](#)

1514.

1282E

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

Quality: 1,222 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs
[froggyzhang's solution](#)

1515.

1542E1

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

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[froggyzhang's solution](#)

1516.

867E

[Buy Low Sell High](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

1517.

641D

[Little Artem and Random Variable](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, math, probabilities

[froggyzhang's solution](#)

1518.

1093F

[Vasya and Array](#) · [Tutorial](#)

Quality: 1,359 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1519.

1099F

[Cookies](#) · [Tutorial](#)

Quality: 1,047 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dp, games, trees

[froggyzhang's solution](#)

1520.

1098C

[Construct a tree](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, greedy, trees

[froggyzhang's solution](#)

1521.

1101F

[Trucks and Cities](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[froggyzhang's solution](#)

1522.

1174F

[Ehab and the Big Finale](#) · [Tutorial](#)

Quality: 1,959 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, graphs, implementation, interactive, trees

[froggyzhang's solution](#)

1523.

1163E

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

Quality: 1,011 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, data structures, graphs, math

[froggyzhang's solution](#)

1524.

1139E

[Maximize Mex](#) · [Tutorial](#)

Quality: 2,281 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[froggyzhang's solution](#)

1525.

1166F

[Vicky's Delivery Service](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2400 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, hashing

[froggyzhang's solution](#)

1526.

1114F

[Please, another Queries on Array? · Tutorial](#)

Quality: 2,438 global accepts · Rating: 2400 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, math, number theory

[froggyzhang's solution](#)

1527.

1107E

[Vasya and Binary String · Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1528.

1005E2

[Median on Segments \(General Case Edition\) · Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: sortings

[froggyzhang's solution](#)

1529.

1142C

[U2 · Tutorial](#)

Quality: 1,547 global accepts · Rating: 2400 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[froggyzhang's solution](#)

1530.

1146E

[Hot is Cold · Tutorial](#)

Quality: 1,017 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, implementation

[froggyzhang's solution](#)

1531.

1144G

[Two Merged Sequences · Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1532.

1129C

[Morse Code · Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[froggyzhang's solution](#)

1533.

1152E

[Neko and Flashback · Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[froggyzhang's solution](#)

1534.

1210D

[Konrad and Company Evaluation · Tutorial](#)

Quality: 1,625 global accepts · Rating: 2400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: graphs

[froggyzhang's solution](#)

1535.

1218D

[Xor Spanning Tree · Tutorial](#)

Quality: 602 global accepts · Rating: 2400 · first AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, graphs

[froggyzhang's solution](#)

1536.

1202E

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

Quality: 2,763 global accepts · Rating: 2400 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, string suffix structures, strings

[froggyzhang's solution](#)

1537.

1526E

[Oolimry and Suffix Array · Tutorial](#)

Quality: 1,422 global accepts · Rating: 2400 · first AC: 2021-05-29 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[froggyzhang's solution](#)

1538.

1523D

[Love-Hate · Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2021-05-30 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[froggyzhang's solution](#)

1539.

1028E

[Restore Array · Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

1540.

1187D

[Subarray Sorting · Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[froggyzhang's solution](#)

1541.

1194F

[Crossword Expert · Tutorial](#)

Quality: 1,219 global accepts · Rating: 2400 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, probabilities, two pointers

[froggyzhang's solution](#)

1542.

1184E3

[Daleks' Invasion \(hard\) · Tutorial](#)

Quality: 667 global accepts · Rating: 2400 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees

[froggyzhang's solution](#)

1543.

1252F

[Regular Forestation · Tutorial](#)

Quality: 1,069 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: hashing, trees

[froggyzhang's solution](#)

1544.

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

1545.

1239D

[Catowice City · Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[froggyzhang's solution](#)

1546.

1242C

[Sum Balance](#) · [Tutorial](#)

Quality: 1,948 global accepts · Rating: 2400 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, graphs

[froggyzhang's solution](#)

1547.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1548.

1257F

[Make Them Similar](#) · [Tutorial](#)

Quality: 2,315 global accepts · Rating: 2400 · first AC: 2021-05-31 · last AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, meet-in-the-middle

[froggyzhang's solution](#)

1549.

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy

[froggyzhang's solution](#)

1550.

1264C

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

Quality: 1,322 global accepts · Rating: 2400 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities

[froggyzhang's solution](#)

1551.

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2021-05-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[froggyzhang's solution](#)

1552.

1290C

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

Quality: 2,012 global accepts · Rating: 2400 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1553.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[froggyzhang's solution](#)

1554.

1343F

[Restore the Permutation by Sorted Segments](#) · [Tutorial](#)

Quality: 1,402 global accepts · Rating: 2400 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

1555.

1374F

[Cyclic Shifts Sorting](#) · [Tutorial](#)

Quality: 1,398 global accepts · Rating: 2400 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, sortings

[froggyzhang's solution](#)

1556.

1367F2

[Flying Sort \(Hard Version\) · Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[froggyzhang's solution](#)

1557.

1403A

[The Potion of Great Power · Tutorial](#)

Quality: 312 global accepts · Rating: 2400 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: *special, 2-sat, binary search, data structures, graphs, interactive, sortings, two pointers

[froggyzhang's solution](#)

1558.

1423J

[Bubble Cup hypothesis · Tutorial](#)

Quality: 888 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[froggyzhang's solution](#)

1559.

1455E

[Four Points · Tutorial](#)

Quality: 1,649 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, flows, geometry, greedy, implementation, math, ternary search

[froggyzhang's solution](#)

1560.

1527D

[MEX Tree · Tutorial](#)

Quality: 2,289 global accepts · Rating: 2400 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, implementation, math, trees

[froggyzhang's solution](#)

1561.

1463E

[Plan of Lectures · Tutorial](#)

Quality: 1,733 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, implementation, sortings, trees

[froggyzhang's solution](#)

1562.

1473E

[Minimum Path · Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[froggyzhang's solution](#)

1563.

1469E

[A Bit Similar · Tutorial](#)

Quality: 2,200 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, string suffix structures, strings, two pointers

[froggyzhang's solution](#)

1564.

1494E

[A-Z Graph · Tutorial](#)

Quality: 2,055 global accepts · Rating: 2400 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, hashing

[froggyzhang's solution](#)

1565.

1499F

[Diameter Cuts · Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics,

dfs and similar, dp, trees
[froggyzhang's solution](#)

1566.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, strings
[froggyzhang's solution](#)

1567.

1044D

[Deduction Queries](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2400 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[froggyzhang's solution](#)

1568.

1074D

[Deduction Queries](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-05-08 · last AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, hashing
[froggyzhang's solution](#)

1569.

1137D

[Cooperative Game](#) · [Tutorial](#)

Quality: 2,152 global accepts · Rating: 2400 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory
[froggyzhang's solution](#)

1570.

916E

[Jamie and Tree](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2400 · first AC: 2021-03-31 · last AC: 2021-03-31 · GNU C++11 (first AC) · Tags: data structures, trees
[froggyzhang's solution](#)

1571.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · last AC: 2021-03-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths
[froggyzhang's solution](#)

1572.

802M2

[April Fools' Problem \(medium\)](#) · [Tutorial](#)

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs
[froggyzhang's solution](#)

1573.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy
[froggyzhang's solution](#)

1574.

1491E

[Fib-tree](#) · [Tutorial](#)

Quality: 2,337 global accepts · Rating: 2400 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, divide and conquer, number theory, trees
[froggyzhang's solution](#)

1575.

1485F

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

Quality: 2,331 global accepts · Rating: 2400 · first AC: 2021-02-17 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dp, sortings
[froggyzhang's solution](#)

1576.

710F

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

Quality: 2,503 global accepts · Rating: 2400 · first AC: 2021-01-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[froggyzhang's solution](#)

1577.

1450F

[The Struggling Contestant](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2400 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

1578.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[froggyzhang's solution](#)

1579.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1580.

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[froggyzhang's solution](#)

1581.

316D3

[PE Lesson](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2400 · first AC: 2020-12-03 · GNU C++11 (first AC) · Tags: dp, math

[froggyzhang's solution](#)

1582.

1008D

[Pave the Parallelepiped](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

1583.

1036F

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

Quality: 1,858 global accepts · Rating: 2400 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[froggyzhang's solution](#)

1584.

1036E

[Covered Points](#) · [Tutorial](#)

Quality: 1,772 global accepts · Rating: 2400 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: fft, geometry, number theory

[froggyzhang's solution](#)

1585.

1032F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Quality: 1,143 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[froggyzhang's solution](#)

1586.

1079F

[Vasya and Maximum Matching](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[froggyzhang's solution](#)

1587.

1147D

[Palindrome XOR](#) · [Tutorial](#)

Quality: 856 global accepts · Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[froggyzhang's solution](#)

1588.

1162F

[Palindrome XOR](#) · [Tutorial](#)

Rating: 2400 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[froggyzhang's solution](#)

1589.

887D

[Ratings and Reality Shows](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 2400 · first AC: 2020-11-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, two pointers

[froggyzhang's solution](#)

1590.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2020-11-05 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[froggyzhang's solution](#)

1591.

1443E

[Long Permutation](#) · [Tutorial](#)

Quality: 1,546 global accepts · Rating: 2400 · first AC: 2020-11-04 · last AC: 2020-11-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, two pointers

[froggyzhang's solution](#)

1592.

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[froggyzhang's solution](#)

1593.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-17 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[froggyzhang's solution](#)

1594.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees

[froggyzhang's solution](#)

1595.

1418E

[Expected Damage](#) · [Tutorial](#)

Quality: 2,202 global accepts · Rating: 2400 · first AC: 2020-09-19 · last AC: 2020-09-20 · GNU C++11 (first AC) · Tags: binary search, combinatorics, probabilities

[froggyzhang's solution](#)

1596.

1392F

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

Quality: 2,403 global accepts · Rating: 2400 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math

[froggyzhang's solution](#)

1597.

1401F

[Reverse and Swap](#) · [Tutorial](#)

Quality: 1,953 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures

[froggyzhang's solution](#)

1598.

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2020-08-22 · last AC: 2020-08-22 · GNU C++11 (first AC) · Tags: data structures, geometry, implementation, sortings

[froggyzhang's solution](#)

1599.

246E

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

Quality: 4,518 global accepts · Rating: 2400 · first AC: 2020-07-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, sortings

[froggyzhang's solution](#)

1600.

1373F

[Network Coverage](#) · [Tutorial](#)

Quality: 1,878 global accepts · Rating: 2400 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

1601.

1369E

[DeadLee](#) · [Tutorial](#)

Quality: 2,454 global accepts · Rating: 2400 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, implementation, sortings

[froggyzhang's solution](#)

1602.

1370F1

[The Hidden Pair \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,784 global accepts · Rating: 2400 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[froggyzhang's solution](#)

1603.

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2020-06-17 · GNU C++11 (first AC) · Tags: divide and conquer, dp, fft

[froggyzhang's solution](#)

1604.

1182D

[Complete Mirror](#) · [Tutorial](#)

Quality: 1,003 global accepts · Rating: 2400 · first AC: 2020-06-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, hashing, implementation, trees

[froggyzhang's solution](#)

1605.

316G3

[Good Substrings](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2400 · first AC: 2020-05-29 · GNU C++11 (first AC) · Tags: string suffix structures

[froggyzhang's solution](#)

1606.

1358E

[Are You Fired?](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2020-05-27 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

1607.

1348E

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

Quality: 2,430 global accepts · Rating: 2400 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, math

[froggyzhang's solution](#)

1608.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,652 global accepts · Rating: 2400 · first AC: 2020-04-19 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[froggyzhang's solution](#)

1609.

1340C

[Nastya and Unexpected Guest](#) · [Tutorial](#)

Quality: 2,416 global accepts · Rating: 2400 · first AC: 2020-04-29 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, shortest paths

[froggyzhang's solution](#)

1610.

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2020-04-09 · last AC: 2020-04-09 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms

[froggyzhang's solution](#)

1611.

1329C

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

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-08 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[froggyzhang's solution](#)

1612.

452E

[Three strings](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dsu, string suffix structures, strings

[froggyzhang's solution](#)

1613.

1045H

[Self-exploration](#) · [Tutorial](#)

Quality: 439 global accepts · Rating: 2400 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

1614.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2020-03-23 · GNU C++11 (first AC) · Tags: binary search, data structures, sortings

[froggyzhang's solution](#)

1615.

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: data structures, two pointers

[froggyzhang's solution](#)

1616.

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[froggyzhang's solution](#)

1617.

1304F2

[Animal Observation \(hard version\)](#) · [Tutorial](#)

Quality: 1,815 global accepts · Rating: 2400 · first AC: 2020-02-16 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1618.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2019-07-19 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, trees

[froggyzhang's solution](#)

1619.

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry

[froggyzhang's solution](#)

1620.

2206B

[Subtree Removal Game](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees

[froggyzhang's solution](#)

1621.

2038F

[Alternative Platforms](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, fft, math, sortings

[froggyzhang's solution](#)

1622.

2038I

[Polyathlon](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2500 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, hashing, string suffix structures, strings

[froggyzhang's solution](#)

1623.

1998E2

[Eliminating Balls With Merging \(Hard Version\)](#) · [Tutorial](#)

Quality: 900 global accepts · Rating: 2500 · first AC: 2024-08-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, greedy, implementation

[froggyzhang's solution](#)

1624.

1712E2

[LCM Sum \(hard version\)](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-08-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, two pointers

[froggyzhang's solution](#)

1625.

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[froggyzhang's solution](#)

1626.

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-13 · last AC: 2022-08-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[froggyzhang's solution](#)**1627.**

1689E

[ANDfinity](#) · [Tutorial](#)

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs

[froggyzhang's solution](#)**1628.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-06-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[froggyzhang's solution](#)**1629.**

1661E

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

Quality: 1,122 global accepts · Rating: 2500 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, dsu, math, trees

[froggyzhang's solution](#)**1630.**

1673E

[Power or XOR?](#) · [Tutorial](#)

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, math, number theory

[froggyzhang's solution](#)**1631.**

1665E

[MinimizOR](#) · [Tutorial](#)

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers

[froggyzhang's solution](#)**1632.**

119D

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

Quality: 625 global accepts · Rating: 2500 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: hashing, strings

[froggyzhang's solution](#)**1633.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)**1634.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2021-12-28 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[froggyzhang's solution](#)**1635.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, graphs

[froggyzhang's solution](#)

1636.

1611G

[Robot and Candies](#) · [Tutorial](#)

Quality: 741 global accepts · Rating: 2500 · first AC: 2021-11-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, greedy
[froggyzhang's solution](#)

1637.

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings
[froggyzhang's solution](#)

1638.

981G

[Magic multisets](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

1639.

923D

[Picking Strings](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, strings
[froggyzhang's solution](#)

1640.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[froggyzhang's solution](#)

1641.

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[froggyzhang's solution](#)

1642.

958C3

[Encryption \(hard\)](#) · [Tutorial](#)

Quality: 717 global accepts · Rating: 2500 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[froggyzhang's solution](#)

1643.

976D

[Degree Set](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2500 · first AC: 2021-11-09 · last AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, implementation
[froggyzhang's solution](#)

1644.

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings
[froggyzhang's solution](#)

1645.

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs
[froggyzhang's solution](#)

1646.

989D

[A Shade of Moonlight](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, math, sortings, two pointers

[froggyzhang's solution](#)

1647.

997C

[Sky Full of Stars](#) · [Tutorial](#)

Quality: 2,176 global accepts · Rating: 2500 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)

1648.

993D

[Compute Power](#) · [Tutorial](#)

Quality: 835 global accepts · Rating: 2500 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy

[froggyzhang's solution](#)

1649.

981F

[Round Marriage](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graph matchings, greedy

[froggyzhang's solution](#)

1650.

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[froggyzhang's solution](#)

1651.

610E

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

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[froggyzhang's solution](#)

1652.

416E

[President's Path](#) · [Tutorial](#)

Quality: 1,798 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[froggyzhang's solution](#)

1653.

351C

[Jeff and Brackets](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2500 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[froggyzhang's solution](#)

1654.

1586F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math

[froggyzhang's solution](#)

1655.

1481E

[Sorting Books](#) · [Tutorial](#)

Quality: 2,417 global accepts · Rating: 2500 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

1656.

1076F

[Summer Practice Report](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2500 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

1657.

1030F

[Putting Boxes Together](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

1658.

887F

[Row of Models](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 2500 · first AC: 2020-11-11 · last AC: 2021-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

1659.

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, math
[froggyzhang's solution](#)

1660.

1056F

[Write The Contest](#) · [Tutorial](#)

Quality: 703 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, math
[froggyzhang's solution](#)

1661.

1572B

[Xor of 3](#) · [Tutorial](#)

Quality: 2,009 global accepts · Rating: 2500 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, two pointers
[froggyzhang's solution](#)

1662.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math
[froggyzhang's solution](#)

1663.

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2021-09-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

1664.

1085F

[Rock-Paper-Scissors Champion](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2500 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

1665.

1139F

[Dish Shopping](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2500 · first AC: 2021-09-17 · last AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[froggyzhang's solution](#)

1666.

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[froggyzhang's solution](#)

1667.

1055E

[Segments on the Line](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[froggyzhang's solution](#)

1668.

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[froggyzhang's solution](#)

1669.

1043F

[Make It One](#) · [Tutorial](#)

Quality: 2,994 global accepts · Rating: 2500 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory, shortest paths

[froggyzhang's solution](#)

1670.

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[froggyzhang's solution](#)

1671.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

1672.

1100D

[Dasha and Chess](#) · [Tutorial](#)

Quality: 916 global accepts · Rating: 2500 · first AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, interactive

[froggyzhang's solution](#)

1673.

1188A2

[Add on a Tree: Revolution](#) · [Tutorial](#)

Quality: 1,297 global accepts · Rating: 2500 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, implementation, trees

[froggyzhang's solution](#)

1674.

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[froggyzhang's solution](#)

1675.

1218E

[Product Tuples](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2500 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft

[froggyzhang's solution](#)

1676.

1562E

[Rescue Niwen!](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2500 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, string suffix structures, strings

[froggyzhang's solution](#)

1677.

1559D2

[Mocha and Diana \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers

[froggyzhang's solution](#)

1678.

1221E

[Game With String](#) · [Tutorial](#)

Quality: 1,169 global accepts · Rating: 2500 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: games

[froggyzhang's solution](#)

1679.

1236E

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

Quality: 731 global accepts · Rating: 2500 · first AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, dsu

[froggyzhang's solution](#)

1680.

1228F

[One Node is Gone](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2500 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, trees

[froggyzhang's solution](#)

1681.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,042 global accepts · Rating: 2500 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[froggyzhang's solution](#)

1682.

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2021-07-16 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[froggyzhang's solution](#)

1683.

678F

[Lena and Queries](#) · [Tutorial](#)

Quality: 1,033 global accepts · Rating: 2500 · first AC: 2021-07-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, geometry

[froggyzhang's solution](#)

1684.

1250M

[SmartGarden](#) · [Tutorial](#)

Quality: 391 global accepts · Rating: 2500 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[froggyzhang's solution](#)

1685.

1239B

[The World Is Just a Programming Task \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 2500 · first AC: 2021-07-06 · last AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: implementation

[froggyzhang's solution](#)

1686.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[froggyzhang's solution](#)

1687.

976F

[Minimal k-covering](#) · [Tutorial](#)

Quality: 667 global accepts · Rating: 2500 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1688.

1225F

[Tree Factory](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, trees

[froggyzhang's solution](#)

1689.

1117F

[Crisp String](#) · [Tutorial](#)

Quality: 674 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[froggyzhang's solution](#)

1690.

1097F

[Alex and a TV Show](#) · [Tutorial](#)

Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, number theory

[froggyzhang's solution](#)

1691.

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[froggyzhang's solution](#)

1692.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[froggyzhang's solution](#)

1693.

1175F

[The Number of Subpermutations](#) · [Tutorial](#)

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[froggyzhang's solution](#)

1694.

1374E2

[Reading Books \(hard version\)](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation, sortings, ternary search, two pointers

[froggyzhang's solution](#)

1695.

1146F

[Leaf Partition](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2500 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[froggyzhang's solution](#)

1696.

1310B

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

Quality: 574 global accepts · Rating: 2500 · first AC: 2021-06-09 · GNU C++11 (first AC) · Tags: dp, implementation

[froggyzhang's solution](#)

1697.

1198E

[Rectangle Painting 2](#) · [Tutorial](#)

Quality: 1,298 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

[froggyzhang's solution](#)

1698.

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings

[froggyzhang's solution](#)

1699.

1187G

[Gang Up](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2500 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1700.

1186E

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

Quality: 681 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, implementation, math

[froggyzhang's solution](#)

1701.

1187F

[Expected Square Beauty](#) · [Tutorial](#)

Quality: 1,113 global accepts · Rating: 2500 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[froggyzhang's solution](#)

1702.

1188C

[Array Beauty](#) · [Tutorial](#)

Quality: 2,133 global accepts · Rating: 2500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1703.

1181E1

[A Story of One Country \(Easy\)](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 2500 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, sortings

[froggyzhang's solution](#)

1704.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,253 global accepts · Rating: 2500 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[froggyzhang's solution](#)

1705.

1280D

[Miss Punyverse](#) · [Tutorial](#)

Quality: 1,230 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[froggyzhang's solution](#)

1706.

1301E

[Nanosoft](#) · [Tutorial](#)

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, implementation

[froggyzhang's solution](#)

1707.

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[froggyzhang's solution](#)

1708.

1307E

[Cow and Treats](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, dp, greedy, implementation, math

[froggyzhang's solution](#)

1709.

1305F

[Kuroni and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities

[froggyzhang's solution](#)

1710.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings

[froggyzhang's solution](#)

1711.

1354F

[Summoning Minions](#) · [Tutorial](#)

Quality: 1,477 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings

[froggyzhang's solution](#)

1712.

1387B2

[Village \(Maximum\)](#) · [Tutorial](#)

Quality: 1,277 global accepts · Rating: 2500 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: *special, dfs and similar, trees

[froggyzhang's solution](#)

1713.

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[froggyzhang's solution](#)

1714.

1427E

[Xum](#) · [Tutorial](#)

Quality: 1,632 global accepts · Rating: 2500 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory

[froggyzhang's solution](#)

1715.

1423H

[Virus](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2500 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs

[froggyzhang's solution](#)

1716.

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[froggyzhang's solution](#)

1717.

1452E

[Two Editorials](#) · [Tutorial](#)

Quality: 1,695 global accepts · Rating: 2500 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, sortings, two pointers

[froggyzhang's solution](#)**1718.**

1468I

[Plane Tiling](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 2500 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, implementation, math

[froggyzhang's solution](#)**1719.**

1474E

[What Is It?](#) · [Tutorial](#)

Quality: 1,463 global accepts · Rating: 2500 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)**1720.**

1467E

[Distinctive Roots in a Tree](#) · [Tutorial](#)

Quality: 1,762 global accepts · Rating: 2500 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, trees

[froggyzhang's solution](#)**1721.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[froggyzhang's solution](#)**1722.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[froggyzhang's solution](#)**1723.**

1521D

[Nastia Plays with a Tree](#) · [Tutorial](#)

Quality: 2,298 global accepts · Rating: 2500 · first AC: 2021-05-08 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, dsu, greedy, implementation, trees

[froggyzhang's solution](#)**1724.**

1137C

[Museums Tour](#) · [Tutorial](#)

Quality: 1,320 global accepts · Rating: 2500 · first AC: 2021-05-04 · last AC: 2021-05-04 · GNU C++11 (first AC) · Tags: dp, graphs, implementation

[froggyzhang's solution](#)**1725.**

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

[froggyzhang's solution](#)**1726.**

1516E

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

Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

1727.

1513F

[Swapping Problem](#) · [Tutorial](#)

Quality: 1,431 global accepts · Rating: 2500 · first AC: 2021-04-16 · last AC: 2021-04-24 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, data structures, sortings

[froggyzhang's solution](#)

1728.

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[froggyzhang's solution](#)

1729.

1498F

[Christmas Game](#) · [Tutorial](#)

Quality: 1,058 global accepts · Rating: 2500 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dp, games, math, trees

[froggyzhang's solution](#)

1730.

1251F

[Red-White Fence](#) · [Tutorial](#)

Quality: 978 global accepts · Rating: 2500 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft

[froggyzhang's solution](#)

1731.

1492E

[Almost Fault-Tolerant Database](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2500 · first AC: 2021-02-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, implementation

[froggyzhang's solution](#)

1732.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[froggyzhang's solution](#)

1733.

1485E

[Move and Swap](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2500 · first AC: 2021-02-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[froggyzhang's solution](#)

1734.

1470C

[Strange Shuffle](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2500 · first AC: 2021-01-06 · last AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, interactive

[froggyzhang's solution](#)

1735.

1468G

[Hobbits](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2500 · first AC: 2020-12-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry

[froggyzhang's solution](#)

1736.

995D

[Game](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

1737.

992E

[Nastya and King-Shamans](#) · [Tutorial](#)

Quality: 1,677 global accepts · Rating: 2500 · first AC: 2020-11-19 · last AC: 2020-11-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

1738.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: —

[froggyzhang's solution](#)

1739.

957E

[Contact ATC](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: —

[froggyzhang's solution](#)

1740.

996F

[Game](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-11-18 · C++17 (GCC 7-32) (first AC) · Tags: math

[froggyzhang's solution](#)

1741.

1438E

[Yurii Can Do Everything](#) · [Tutorial](#)

Quality: 1,466 global accepts · Rating: 2500 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, constructive algorithms, divide and conquer, two pointers

[froggyzhang's solution](#)

1742.

1195F

[Geometers Anonymous Club](#) · [Tutorial](#)

Quality: 1,039 global accepts · Rating: 2500 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, math, sortings

[froggyzhang's solution](#)

1743.

1444C

[Team-Building](#) · [Tutorial](#)

Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1744.

1065F

[Up and Down the Tree](#) · [Tutorial](#)

Quality: 1,324 global accepts · Rating: 2500 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[froggyzhang's solution](#)

1745.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-27 · last AC: 2020-09-27 · GNU C++11 (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1746.

1418G

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

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[froggyzhang's solution](#)

1747.

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2020-09-14 · last AC: 2020-09-14 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[froggyzhang's solution](#)

1748.

1398F

[Controversial Rounds](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2500 · first AC: 2020-08-15 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[froggyzhang's solution](#)

1749.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[froggyzhang's solution](#)

1750.

1382E

[Mastermind](#) · [Tutorial](#)

Rating: 2500 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[froggyzhang's solution](#)

1751.

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[froggyzhang's solution](#)

1752.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2020-06-22 · last AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy

[froggyzhang's solution](#)

1753.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2020-06-05 · last AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[froggyzhang's solution](#)

1754.

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2020-05-22 · GNU C++11 (first AC) · Tags: divide and conquer, dp

[froggyzhang's solution](#)

1755.

1313D

[Happy New Year](#) · [Tutorial](#)

Quality: 1,501 global accepts · Rating: 2500 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, dp, implementation

[froggyzhang's solution](#)

1756.

528D

[Fuzzy Search](#) · [Tutorial](#)

Quality: 2,861 global accepts · Rating: 2500 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

[froggyzhang's solution](#)

1757.

1334F

[Strange Function](#) · [Tutorial](#)

Quality: 1,506 global accepts · Rating: 2500 · first AC: 2020-04-12 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy
[froggyzhang's solution](#)

1758.

1332F

[Independent Set](#) · [Tutorial](#)

Quality: 1,129 global accepts · Rating: 2500 · first AC: 2020-04-03 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees
[froggyzhang's solution](#)

1759.

1327F

[AND Segments](#) · [Tutorial](#)

Quality: 2,028 global accepts · Rating: 2500 · first AC: 2020-03-24 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, data structures, dp, two pointers
[froggyzhang's solution](#)

1760.

1325F

[Ehab's Last Theorem](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2500 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[froggyzhang's solution](#)

1761.

1312F

[Attack on Red Kingdom](#) · [Tutorial](#)

Quality: 1,030 global accepts · Rating: 2500 · first AC: 2020-03-14 · GNU C++11 (first AC) · Tags: games, two pointers
[froggyzhang's solution](#)

1762.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math
[froggyzhang's solution](#)

1763.

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2019-07-07 · GNU C++11 (first AC) · Tags: brute force, combinatorics, implementation, math
[froggyzhang's solution](#)

1764.

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees
[froggyzhang's solution](#)

1765.

2045J

[Xorderable Array](#) · [Tutorial](#)

Quality: 341 global accepts · Rating: 2600 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, data structures
[froggyzhang's solution](#)

1766.

2004F

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

Quality: 1,412 global accepts · Rating: 2600 · first AC: 2024-08-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, math
[froggyzhang's solution](#)

1767.

2002F1

[Court Blue \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,004 global accepts · Rating: 2600 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, math, number theory

[froggyzhang's solution](#)

1768.

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[froggyzhang's solution](#)

1769.

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[froggyzhang's solution](#)

1770.

1681E

[Labyrinth Adventures](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2022-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, matrices, shortest paths

[froggyzhang's solution](#)

1771.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers

[froggyzhang's solution](#)

1772.

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-05-16 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees

[froggyzhang's solution](#)

1773.

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-05-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[froggyzhang's solution](#)

1774.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 827 global accepts · Rating: 2600 · first AC: 2022-04-11 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[froggyzhang's solution](#)

1775.

1657F

[Words on Tree](#) · [Tutorial](#)

Quality: 755 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, trees

[froggyzhang's solution](#)

1776.

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[froggyzhang's solution](#)

1777.

755F

[PolandBall and Gifts](#) · [Tutorial](#)

Quality: 1,863 global accepts · Rating: 2600 · first AC: 2022-02-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy
[froggyzhang's solution](#)

1778.

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-02-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math
[froggyzhang's solution](#)

1779.

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2021-12-01 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft
[froggyzhang's solution](#)

1780.

1614E

[Divan and a Cottage](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 2600 · first AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[froggyzhang's solution](#)

1781.

1584F

[Strange LCS](#) · [Tutorial](#)

Quality: 1,116 global accepts · Rating: 2600 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, greedy, strings
[froggyzhang's solution](#)

1782.

919F

[A Game With Numbers](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 2600 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs, shortest paths
[froggyzhang's solution](#)

1783.

1027G

[X-mouse in the Campus](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 2600 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory
[froggyzhang's solution](#)

1784.

1588D

[Strange LCS](#) · [Tutorial](#)

Rating: 2600 · first AC: 2021-11-16 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, strings
[froggyzhang's solution](#)

1785.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures
[froggyzhang's solution](#)

1786.

955D

[Scissors](#) · [Tutorial](#)

Quality: 578 global accepts · Rating: 2600 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, strings
[froggyzhang's solution](#)

1787.

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees
[froggyzhang's solution](#)

1788.

958F3

[Lightsabers \(hard\)](#) · [Tutorial](#)

Quality: 922 global accepts · Rating: 2600 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: fft
[froggyzhang's solution](#)

1789.

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory
[froggyzhang's solution](#)

1790.

1023F

[Mobile Phone Network](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, trees
[froggyzhang's solution](#)

1791.

1051E

[Vasya and Big Integers](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2600 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, hashing, strings
[froggyzhang's solution](#)

1792.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-10-25 · last AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory
[froggyzhang's solution](#)

1793.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,946 global accepts · Rating: 2600 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy
[froggyzhang's solution](#)

1794.

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy
[froggyzhang's solution](#)

1795.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, two pointers
[froggyzhang's solution](#)

1796.

1185G2

[Playlist for Polycarp \(hard version\)](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[froggyzhang's solution](#)

1797.

1063D

[Candies for Children](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 2600 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math
[froggyzhang's solution](#)

1798.

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

1799.

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[froggyzhang's solution](#)

1800.

1081F

[Tricky Interactor](#) · [Tutorial](#)

Quality: 505 global accepts · Rating: 2600 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[froggyzhang's solution](#)

1801.

1218C

[Jumping Transformers](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 2600 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

1802.

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[froggyzhang's solution](#)

1803.

1158D

[Winding polygonal line](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2600 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math

[froggyzhang's solution](#)

1804.

513D2

[Constrained Tree](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2600 · first AC: 2021-09-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[froggyzhang's solution](#)

1805.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[froggyzhang's solution](#)

1806.

1569E

[Playoff Restoration](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2600 · first AC: 2021-09-09 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, hashing, implementation, meet-in-the-middle

[froggyzhang's solution](#)

1807.

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

1808.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[froggyzhang's solution](#)

1809.

1107F

[Vasya and Endless Credits](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graph matchings, graphs, sortings

[froggyzhang's solution](#)

1810.

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

1811.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[froggyzhang's solution](#)

1812.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: strings

[froggyzhang's solution](#)

1813.

1140F

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

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[froggyzhang's solution](#)

1814.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[froggyzhang's solution](#)

1815.

1091F

[New Year and the Mallard Expedition](#) · [Tutorial](#)

Quality: 892 global accepts · Rating: 2600 · first AC: 2021-09-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

1816.

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[froggyzhang's solution](#)

1817.

1558D

[Top-Notch Insertions](#) · [Tutorial](#)

Quality: 1,134 global accepts · Rating: 2600 · first AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures

[froggyzhang's solution](#)

1818.

311D

[Interval Cubing](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2600 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[froggyzhang's solution](#)

1819.

1267I

[Intriguing Selection](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, implementation, interactive, sortings
[froggyzhang's solution](#)

1820.

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

1821.

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities
[froggyzhang's solution](#)

1822.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2021-08-01 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, math, number theory
[froggyzhang's solution](#)

1823.

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2021-07-06 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp
[froggyzhang's solution](#)

1824.

631E

[Product Sum](#) · [Tutorial](#)

Quality: 3,204 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry
[froggyzhang's solution](#)

1825.

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees
[froggyzhang's solution](#)

1826.

232C

[Doe Graphs](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2600 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer, dp, graphs, shortest paths
[froggyzhang's solution](#)

1827.

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math
[froggyzhang's solution](#)

1828.

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

1829.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings
[froggyzhang's solution](#)

1830.

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, hashing
[froggyzhang's solution](#)

1831.

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[froggyzhang's solution](#)

1832.

682E

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

Quality: 715 global accepts · Rating: 2600 · first AC: 2021-06-19 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers
[froggyzhang's solution](#)

1833.

843C

[Upgrading Tree](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2600 · first AC: 2021-06-12 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math, trees
[froggyzhang's solution](#)

1834.

1270F

[Awesome Substrings](#) · [Tutorial](#)

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: math, strings
[froggyzhang's solution](#)

1835.

607D

[Power Tree](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 2600 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[froggyzhang's solution](#)

1836.

1368F

[Lamps on a Circle](#) · [Tutorial](#)

Quality: 1,105 global accepts · Rating: 2600 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: games, implementation, interactive, math
[froggyzhang's solution](#)

1837.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[froggyzhang's solution](#)

1838.

1355F

[Guess Divisors Count](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, number theory

[froggyzhang's solution](#)

1839.

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2021-05-30 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[froggyzhang's solution](#)

1840.

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, probabilities

[froggyzhang's solution](#)

1841.

196E

[Opening Portals](#) · [Tutorial](#)

Quality: 1,204 global accepts · Rating: 2600 · first AC: 2021-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, shortest paths

[froggyzhang's solution](#)

1842.

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[froggyzhang's solution](#)

1843.

1394C

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

Quality: 1,224 global accepts · Rating: 2600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, ternary search

[froggyzhang's solution](#)

1844.

1354G

[Find a Gift](#) · [Tutorial](#)

Quality: 964 global accepts · Rating: 2600 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, probabilities

[froggyzhang's solution](#)

1845.

1423L

[Light switches](#) · [Tutorial](#)

Quality: 586 global accepts · Rating: 2600 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: meet-in-the-middle

[froggyzhang's solution](#)

1846.

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1847.

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math

[froggyzhang's solution](#)

1848.

1264D1

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

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, probabilities
[froggyzhang's solution](#)

1849.

1466G

[Song of the Sirens · Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2021-05-20 · last AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[froggyzhang's solution](#)

1850.

1469F

[Power Sockets · Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy
[froggyzhang's solution](#)

1851.

1486F

[Pairs of Paths · Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[froggyzhang's solution](#)

1852.

1510B

[Button Lock · Tutorial](#)

Quality: 975 global accepts · Rating: 2600 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs
[froggyzhang's solution](#)

1853.

848C

[Goodbye Souvenir · Tutorial](#)

Quality: 1,578 global accepts · Rating: 2600 · first AC: 2021-05-12 · last AC: 2021-05-13 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[froggyzhang's solution](#)

1854.

1515F

[Phoenix and Earthquake · Tutorial](#)

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2021-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees
[froggyzhang's solution](#)

1855.

809C

[Find a car · Tutorial](#)

Quality: 909 global accepts · Rating: 2600 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[froggyzhang's solution](#)

1856.

1073G

[Yet Another LCP Problem · Tutorial](#)

Quality: 1,112 global accepts · Rating: 2600 · first AC: 2021-04-06 · last AC: 2021-04-06 · GNU C++11 (first AC) · Tags: data structures, string suffix structures
[froggyzhang's solution](#)

1857.

1503D

[Flip the Cards · Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2021-04-04 · GNU C++11 (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[froggyzhang's solution](#)

1858.

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[froggyzhang's solution](#)

1859.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[froggyzhang's solution](#)

1860.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-10 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

[froggyzhang's solution](#)

1861.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[froggyzhang's solution](#)

1862.

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2021-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

1863.

1493F

[Enchanted Matrix](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2600 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, interactive, number theory

[froggyzhang's solution](#)

1864.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-03-07 · last AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[froggyzhang's solution](#)

1865.

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2021-01-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[froggyzhang's solution](#)

1866.

914G

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

Quality: 1,136 global accepts · Rating: 2600 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, divide and conquer, dp, fft, math

[froggyzhang's solution](#)

1867.

140E

[New Year Garland](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: combinatorics, dp

[froggyzhang's solution](#)

1868.

1439C

[Greedy Shopping](#) · [Tutorial](#)

Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[froggyzhang's solution](#)

1869.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs

[froggyzhang's solution](#)

1870.

1446D1

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

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

1871.

935F

[Fafa and Array](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 2600 · first AC: 2020-11-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

1872.

1440D

[Graph Subset Problem](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing

[froggyzhang's solution](#)

1873.

1440E

[Greedy Shopping](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[froggyzhang's solution](#)

1874.

1447F1

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

Rating: 2600 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

1875.

1031E

[Triple Flips](#) · [Tutorial](#)

Quality: 572 global accepts · Rating: 2600 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

1876.

1072E

[Triple Flips](#) · [Tutorial](#)

Rating: 2600 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

1877.

1004F

[Sonya and Bitwise OR](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2600 · first AC: 2020-11-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer

[froggyzhang's solution](#)

1878.

1437G

[Death DBMS](#) · [Tutorial](#)

Quality: 1,262 global accepts · Rating: 2600 · first AC: 2020-10-29 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[froggyzhang's solution](#)

1879.

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2020-10-30 · last AC: 2020-10-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[froggyzhang's solution](#)

1880.

599E

[Sandy and Nuts](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2600 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: bitmasks, dp, trees

[froggyzhang's solution](#)

1881.

797F

[Mice and Holes](#) · [Tutorial](#)

Quality: 1,471 global accepts · Rating: 2600 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: data structures, dp, greedy, sortings

[froggyzhang's solution](#)

1882.

1416D

[Graph and Queries](#) · [Tutorial](#)

Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-10-09 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[froggyzhang's solution](#)

1883.

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · last AC: 2020-09-13 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory

[froggyzhang's solution](#)

1884.

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2020-08-27 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers

[froggyzhang's solution](#)

1885.

1398G

[Running Competition](#) · [Tutorial](#)

Quality: 1,280 global accepts · Rating: 2600 · first AC: 2020-08-31 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: bitmasks, fft, math, number theory

[froggyzhang's solution](#)

1886.

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[froggyzhang's solution](#)

1887.

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2020-08-10 · last AC: 2020-08-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[froggyzhang's solution](#)

1888.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dp, graph matchings, sortings

[froggyzhang's solution](#)

1889.

802A3

[Heidi and Library \(hard\)](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2600 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

1890.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2020-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[froggyzhang's solution](#)

1891.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy, math, probabilities

[froggyzhang's solution](#)

1892.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2020-07-18 · last AC: 2020-07-19 · GNU C++11 (first AC) · Tags: data structures, dp, matrices

[froggyzhang's solution](#)

1893.

1375F

[Integer Game](#) · [Tutorial](#)

Quality: 2,510 global accepts · Rating: 2600 · first AC: 2020-07-07 · last AC: 2020-07-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, interactive, math

[froggyzhang's solution](#)

1894.

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2020-06-27 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy

[froggyzhang's solution](#)

1895.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2020-06-04 · GNU C++11 (first AC) · Tags: math

[froggyzhang's solution](#)

1896.

1363F

[Rotating Substrings](#) · [Tutorial](#)

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2020-06-03 · last AC: 2020-06-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[froggyzhang's solution](#)

1897.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[froggyzhang's solution](#)

1898.

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2020-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math
[froggyzhang's solution](#)

1899.

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2020-05-02 · last AC: 2020-05-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy
[froggyzhang's solution](#)

1900.

1061E

[Politics](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 2600 · first AC: 2020-03-28 · GNU C++11 (first AC) · Tags: flows, graphs
[froggyzhang's solution](#)

1901.

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle
[froggyzhang's solution](#)

1902.

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2020-03-15 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths
[froggyzhang's solution](#)

1903.

1312G

[Autocompletion](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp
[froggyzhang's solution](#)

1904.

650D

[Zip-line](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2600 · first AC: 2020-02-10 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[froggyzhang's solution](#)

1905.

975E

[Hag's Khashba](#) · [Tutorial](#)

Quality: 337 global accepts · Rating: 2600 · first AC: 2019-12-17 · GNU C++11 (first AC) · Tags: geometry
[froggyzhang's solution](#)

1906.

241E

[Flights](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 2600 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: graphs, shortest paths
[froggyzhang's solution](#)

1907.

2073H

[Secret Lilies and Roses](#) · [Tutorial](#)

Quality: 372 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[froggyzhang's solution](#)

1908.

2073C

[Cactus Connectivity](#) · [Tutorial](#)

Quality: 336 global accepts · Rating: 2700 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

1909.

2068H

[Statues](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 2700 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, greedy, math

[froggyzhang's solution](#)

1910.

2052M

[Managing Cluster](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 2700 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, graphs, math, trees

[froggyzhang's solution](#)

1911.

2045E

[Narrower Passageway](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2700 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures

[froggyzhang's solution](#)

1912.

2041J

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

Quality: 265 global accepts · Rating: 2700 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, dsu, greedy

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1913.

1997F

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1914.

1995E1

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1915.

1695E

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Quality: 513 global accepts · Rating: 2700 · first AC: 2022-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

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1916.

1682F

[MCMF?](#) · [Tutorial](#)

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1917.

1682E

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Quality: 749 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, math, sortings, trees

[froggyzhang's solution](#)

1918.

1658F

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Quality: 924 global accepts · Rating: 2700 · first AC: 2022-05-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[froggyzhang's solution](#)

1919.

1671F

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

Quality: 428 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

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1920.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[froggyzhang's solution](#)

1921.

1641D

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Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[froggyzhang's solution](#)

1922.

1634F

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1923.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-02-01 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[froggyzhang's solution](#)

1924.

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2022-01-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[froggyzhang's solution](#)

1925.

1621F

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Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[froggyzhang's solution](#)

1926.

1617E

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Quality: 1,018 global accepts · Rating: 2700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[froggyzhang's solution](#)

1927.

1016G

[Appropriate Team](#) · [Tutorial](#)

Quality: 315 global accepts · Rating: 2700 · first AC: 2021-09-24 · last AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[froggyzhang's solution](#)

1928.

924E

[Wardrobe](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1929.

961F

[k-substrings](#) · [Tutorial](#)

Quality: 946 global accepts · Rating: 2700 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, hashing, string suffix structures

[froggyzhang's solution](#)

1930.

989E

[A Trance of Nightfall](#) · [Tutorial](#)

Quality: 280 global accepts · Rating: 2700 · first AC: 2021-11-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry, matrices, probabilities

[froggyzhang's solution](#)

1931.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2021-11-17 · last AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[froggyzhang's solution](#)

1932.

938F

[Erasing Substrings](#) · [Tutorial](#)

Quality: 613 global accepts · Rating: 2700 · first AC: 2021-11-12 · last AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy

[froggyzhang's solution](#)

1933.

949E

[Binary Cards](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[froggyzhang's solution](#)

1934.

958E3

[Guard Duty \(hard\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2700 · first AC: 2021-11-10 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[froggyzhang's solution](#)

1935.

985G

[Team Players](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics

[froggyzhang's solution](#)

1936.

991F

[Concise and clear](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation, math

[froggyzhang's solution](#)

1937.

995E

[Number Clicker](#) · [Tutorial](#)

Quality: 927 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, graphs, meet-in-the-middle, number theory

[froggyzhang's solution](#)

1938.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-11-07 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, trees

[froggyzhang's solution](#)

1939.

982F

[The Meeting Place Cannot Be Changed](#) · [Tutorial](#)

Quality: 223 global accepts · Rating: 2700 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[froggyzhang's solution](#)

1940.

109E

[Lucky Interval](#) · [Tutorial](#)

Quality: 113 global accepts · Rating: 2700 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[froggyzhang's solution](#)

1941.

1254D

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Quality: 1,532 global accepts · Rating: 2700 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, probabilities, trees

[froggyzhang's solution](#)

1942.

1601D

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Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, sortings

[froggyzhang's solution](#)

1943.

1210E

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

Quality: 440 global accepts · Rating: 2700 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)

1944.

1184B3

[The Doctor Meets Vader \(Hard\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 2700 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: flows, shortest paths

[froggyzhang's solution](#)

1945.

1599F

[Mars](#) · [Tutorial](#)

Quality: 409 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: hashing

[froggyzhang's solution](#)

1946.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2021-10-09 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[froggyzhang's solution](#)

1947.

1599I

[Desert](#) · [Tutorial](#)

Quality: 132 global accepts · Rating: 2700 · first AC: 2021-10-10 · last AC: 2021-10-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs

[froggyzhang's solution](#)

1948.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[froggyzhang's solution](#)

1949.

1025E

[Colored Cubes](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 2700 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, implementation, matrices

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1950.

1146G

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Quality: 1,046 global accepts · Rating: 2700 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, graphs

[froggyzhang's solution](#)

1951.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[froggyzhang's solution](#)

1952.

1109E

[Sasha and a Very Easy Test](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2700 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, number theory

[froggyzhang's solution](#)

1953.

1260F

[Colored Tree](#) · [Tutorial](#)

Quality: 632 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

1954.

1025F

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Quality: 909 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[froggyzhang's solution](#)

1955.

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[froggyzhang's solution](#)

1956.

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[froggyzhang's solution](#)

1957.

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[froggyzhang's solution](#)

1958.

1131G

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[froggyzhang's solution](#)

1959.

1179D

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Quality: 1,035 global accepts · Rating: 2700 · first AC: 2021-09-27 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

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1960.

1065G

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Quality: 312 global accepts · Rating: 2700 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: strings

[froggyzhang's solution](#)

1961.

1054F

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Quality: 387 global accepts · Rating: 2700 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings

[froggyzhang's solution](#)

1962.

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, geometry, sortings

[froggyzhang's solution](#)

1963.

1000G

[Two-Paths](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[froggyzhang's solution](#)

1964.

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2021-09-19 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

1965.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs

[froggyzhang's solution](#)

1966.

1271F

[Divide The Students](#) · [Tutorial](#)

Quality: 260 global accepts · Rating: 2700 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[froggyzhang's solution](#)

1967.

1118F2

[Tree Cutting \(Hard Version\)](#) · [Tutorial](#)

Quality: 633 global accepts · Rating: 2700 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[froggyzhang's solution](#)

1968.

1202F

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Quality: 542 global accepts · Rating: 2700 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, math

[froggyzhang's solution](#)

1969.

1220F

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Quality: 851 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

1970.

1215F

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Quality: 1,189 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat

[froggyzhang's solution](#)

1971.

1264E

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Quality: 928 global accepts · Rating: 2700 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[froggyzhang's solution](#)

1972.

477D

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Quality: 593 global accepts · Rating: 2700 · first AC: 2021-09-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, strings

[froggyzhang's solution](#)

1973.

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[froggyzhang's solution](#)

1974.

932F

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

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[froggyzhang's solution](#)

1975.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2021-09-06 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[froggyzhang's solution](#)

1976.

1238G

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

Quality: 493 global accepts · Rating: 2700 · first AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[froggyzhang's solution](#)

1977.

1207G

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Quality: 1,225 global accepts · Rating: 2700 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[froggyzhang's solution](#)

1978.

643E

[Bear and Destroying Subtrees](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 2700 · first AC: 2021-08-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities, trees

[froggyzhang's solution](#)

1979.

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[froggyzhang's solution](#)

1980.

1555F

[Good Graph](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 2700 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, graphs, trees
[froggyzhang's solution](#)

1981.

1214F

[Employment](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[froggyzhang's solution](#)

1982.

1543E

[The Final Pursuit](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 2700 · first AC: 2021-07-09 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, graphs, greedy, math
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1983.

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2021-07-16 · last AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths
[froggyzhang's solution](#)

1984.

1542E2

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

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[froggyzhang's solution](#)

1985.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math
[froggyzhang's solution](#)

1986.

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math
[froggyzhang's solution](#)

1987.

1279E

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

Quality: 455 global accepts · Rating: 2700 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp
[froggyzhang's solution](#)

1988.

1292D

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Quality: 971 global accepts · Rating: 2700 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy, math, number theory, trees
[froggyzhang's solution](#)

1989.

1344D

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Quality: 1,292 global accepts · Rating: 2700 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math
[froggyzhang's solution](#)

1990.

1386A

[Colors](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2700 · first AC: 2021-06-06 · last AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, binary search, constructive algorithms, interactive

[froggyzhang's solution](#)**1991.**

1511G

[Chips on a Board](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2700 · first AC: 2021-05-17 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures, dp, games, two pointers

[froggyzhang's solution](#)**1992.**

1423F

[Coins](#) · [Tutorial](#)

Quality: 449 global accepts · Rating: 2700 · first AC: 2021-05-29 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)**1993.**

1422E

[Minlexes](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2700 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation, strings

[froggyzhang's solution](#)**1994.**

1451F

[Nullify The Matrix](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games

[froggyzhang's solution](#)**1995.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)**1996.**

1452G

[Game On Tree](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2700 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[froggyzhang's solution](#)**1997.**

1422F

[Boring Queries](#) · [Tutorial](#)

Quality: 1,272 global accepts · Rating: 2700 · first AC: 2021-05-23 · last AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory

[froggyzhang's solution](#)**1998.**

1411G

[No Game No Life](#) · [Tutorial](#)

Quality: 890 global accepts · Rating: 2700 · first AC: 2021-05-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, games, math, matrices

[froggyzhang's solution](#)**1999.**

1461F

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

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[froggyzhang's solution](#)

2000.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[froggyzhang's solution](#)

2001.

1510E

[Equilibrium Point](#) · [Tutorial](#)

Quality: 271 global accepts · Rating: 2700 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2002.

1468L

[Prime Divisors Selection](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 2700 · first AC: 2021-05-19 · last AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, math, number theory
[froggyzhang's solution](#)

2003.

1519E

[Off by One](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2021-05-18 · last AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, geometry, graphs, sortings, trees
[froggyzhang's solution](#)

2004.

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: flows, math
[froggyzhang's solution](#)

2005.

1510I

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Quality: 587 global accepts · Rating: 2700 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, interactive, math, probabilities
[froggyzhang's solution](#)

2006.

1510J

[Japanese Game](#) · [Tutorial](#)

Quality: 561 global accepts · Rating: 2700 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[froggyzhang's solution](#)

2007.

1511F

[Chainword](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2700 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, matrices, string suffix structures, strings
[froggyzhang's solution](#)

2008.

1074F

[DFS](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-10 · last AC: 2021-05-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[froggyzhang's solution](#)

2009.

1044F

[DFS](#) · [Tutorial](#)

Quality: 683 global accepts · Rating: 2700 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2010.

1521E

[Nastia and a Beautiful Matrix](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2700 · first AC: 2021-05-08 · last AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dp, greedy

[froggyzhang's solution](#)

2011.

1137E

[Train Car Selection](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2700 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

2012.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[froggyzhang's solution](#)

2013.

1514E

[Baby Ehab's Hyper Apartment](#) · [Tutorial](#)

Quality: 697 global accepts · Rating: 2700 · first AC: 2021-04-20 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, graphs, interactive, sortings, two pointers

[froggyzhang's solution](#)

2014.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory

[froggyzhang's solution](#)

2015.

1313E

[Concatenation with intersection](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2700 · first AC: 2021-03-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, hashing, strings, two pointers

[froggyzhang's solution](#)

2016.

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2021-03-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[froggyzhang's solution](#)

2017.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-01 · last AC: 2021-03-01 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[froggyzhang's solution](#)

2018.

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[froggyzhang's solution](#)

2019.

1450E

[Capitalism](#) · [Tutorial](#)

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[froggyzhang's solution](#)

2020.

132E

[Bits of merry old England](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 2700 · first AC: 2020-12-29 · last AC: 2020-12-30 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[froggyzhang's solution](#)

2021.

76C

[Mutation](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2700 · first AC: 2020-11-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math

[froggyzhang's solution](#)

2022.

1036G

[Sources and Sinks](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2700 · first AC: 2020-11-13 · last AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dfs and similar

[froggyzhang's solution](#)

2023.

1197F

[Coloring Game](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 2700 · first AC: 2020-11-11 · last AC: 2020-11-11 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, matrices

[froggyzhang's solution](#)

2024.

1421E

[Swedish Heroes](#) · [Tutorial](#)

Quality: 974 global accepts · Rating: 2700 · first AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation

[froggyzhang's solution](#)

2025.

1408G

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

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2020-10-02 · last AC: 2020-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[froggyzhang's solution](#)

2026.

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2020-10-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, probabilities

[froggyzhang's solution](#)

2027.

1388E

[Uncle Bogdan and Projections](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2700 · first AC: 2020-08-02 · last AC: 2020-08-02 · GNU C++11 (first AC) · Tags: data structures, geometry, sortings

[froggyzhang's solution](#)

2028.

1379F1

[Chess Strikes Back \(easy version\)](#) · [Tutorial](#)

Quality: 685 global accepts · Rating: 2700 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

2029.

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: binary search, divide and conquer, interactive

[froggyzhang's solution](#)

2030.

1369F

[BareLee](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 2700 · first AC: 2020-06-26 · last AC: 2020-06-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games

[froggyzhang's solution](#)

2031.

1370F2

[The Hidden Pair \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2700 · first AC: 2020-06-24 · last AC: 2020-06-24 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, graphs, interactive, shortest paths, trees

[froggyzhang's solution](#)

2032.

1366F

[Jog Around The Graph](#) · [Tutorial](#)

Quality: 895 global accepts · Rating: 2700 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: binary search, dp, geometry, graphs

[froggyzhang's solution](#)

2033.

1366G

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

Quality: 619 global accepts · Rating: 2700 · first AC: 2020-06-12 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: data structures, dp, strings

[froggyzhang's solution](#)

2034.

1364E

[X-OR](#) · [Tutorial](#)

Quality: 1,551 global accepts · Rating: 2700 · first AC: 2020-06-14 · last AC: 2020-06-16 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, interactive, probabilities

[froggyzhang's solution](#)

2035.

1358F

[Tasty Cookie](#) · [Tutorial](#)

Quality: 502 global accepts · Rating: 2700 · first AC: 2020-06-04 · last AC: 2020-06-04 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, implementation

[froggyzhang's solution](#)

2036.

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2020-05-11 · last AC: 2020-05-11 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, geometry, trees

[froggyzhang's solution](#)

2037.

457D

[Bingo!](#) · [Tutorial](#)

Quality: 390 global accepts · Rating: 2700 · first AC: 2020-05-10 · GNU C++11 (first AC) · Tags: combinatorics, math, probabilities

[froggyzhang's solution](#)

2038.

1338D

[Nested Rubber Bands](#) · [Tutorial](#)

Quality: 1,127 global accepts · Rating: 2700 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, math, trees

[froggyzhang's solution](#)

2039.

1336E1

[Chiori and Doll Picking \(easy version\)](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: bitmasks, brute force, combinatorics, math

[froggyzhang's solution](#)

2040.

715C

[Digit Tree](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu, trees

[froggyzhang's solution](#)

2041.

293E

[Close Vertices](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2700 · first AC: 2020-03-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, trees

[froggyzhang's solution](#)

2042.

2068E

[Porto Vs. Benfica](#) · [Tutorial](#)

Quality: 369 global accepts · Rating: 2800 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, shortest paths

[froggyzhang's solution](#)

2043.

2052K

[Knowns and Unknowns](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

2044.

2052I

[Incompetent Delivery Guy](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs, shortest paths

[froggyzhang's solution](#)

2045.

2052G

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

Quality: 207 global accepts · Rating: 2800 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry, implementation

[froggyzhang's solution](#)

2046.

2038M

[Royal Flush](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 2800 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, implementation

[froggyzhang's solution](#)

2047.

2002F2

[Court Blue \(Hard Version\)](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2800 · first AC: 2024-08-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, math, number theory

[froggyzhang's solution](#)

2048.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[froggyzhang's solution](#)

2049.

1697F

[Too Many Constraints](#) · [Tutorial](#)

Quality: 721 global accepts · Rating: 2800 · first AC: 2022-06-13 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, constructive algorithms, graphs, implementation

[froggyzhang's solution](#)

2050.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[froggyzhang's solution](#)

2051.

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-03-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, fft

[froggyzhang's solution](#)

2052.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[froggyzhang's solution](#)

2053.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[froggyzhang's solution](#)

2054.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[froggyzhang's solution](#)

2055.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-02-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

2056.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees

[froggyzhang's solution](#)

2057.

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[froggyzhang's solution](#)

2058.

1615F

[LEGOnary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

2059.

1620F

[Bipartite Array](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2021-12-19 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

2060.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-12-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[froggyzhang's solution](#)

2061.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-14 · last AC: 2021-12-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, implementation, sortings
[froggyzhang's solution](#)

2062.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers
[froggyzhang's solution](#)

2063.

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, shortest paths
[froggyzhang's solution](#)

2064.

983E

[NN country](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2800 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, trees
[froggyzhang's solution](#)

2065.

962G

[Visible Black Areas](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 2800 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, geometry, trees
[froggyzhang's solution](#)

2066.

986E

[Prince's Problem](#) · [Tutorial](#)

Quality: 898 global accepts · Rating: 2800 · first AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory, trees
[froggyzhang's solution](#)

2067.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[froggyzhang's solution](#)

2068.

1606F

[Tree Queries](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2800 · first AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, trees
[froggyzhang's solution](#)

2069.

1316F

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

Quality: 894 global accepts · Rating: 2800 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, probabilities
[froggyzhang's solution](#)

2070.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees
[froggyzhang's solution](#)

2071.

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

2072.

1592F2

[Alice and Recoloring 2](#) · [Tutorial](#)

Quality: 972 global accepts · Rating: 2800 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[froggyzhang's solution](#)

2073.

1109C

[Sasha and a Patient Friend](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 2800 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation
[froggyzhang's solution](#)

2074.

1267D

[DevOps Best Practices](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

2075.

1371F

[Raging Thunder](#) · [Tutorial](#)

Quality: 691 global accepts · Rating: 2800 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, implementation
[froggyzhang's solution](#)

2076.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, graph matchings, math, trees
[froggyzhang's solution](#)

2077.

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, fft, math
[froggyzhang's solution](#)

2078.

1572D

[Bridge Club](#) · [Tutorial](#)

Quality: 625 global accepts · Rating: 2800 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, greedy
[froggyzhang's solution](#)

2079.

1098D

[Eels](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2080.

1208G

[Polygons](#) · [Tutorial](#)

Quality: 928 global accepts · Rating: 2800 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math, number theory
[froggyzhang's solution](#)

2081.

1557E

[Assiut Chess](#) · [Tutorial](#)

Quality: 764 global accepts · Rating: 2800 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, interactive
[froggyzhang's solution](#)

2082.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs
[froggyzhang's solution](#)

2083.

1218A

[BubbleReactor](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 2800 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs
[froggyzhang's solution](#)

2084.

1425I

[Impressive Harvesting of The Orchard](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2800 · first AC: 2021-06-28 · last AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2085.

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

2086.

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-06-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees
[froggyzhang's solution](#)

2087.

1155F

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

Quality: 517 global accepts · Rating: 2800 · first AC: 2021-06-25 · last AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs
[froggyzhang's solution](#)

2088.

1310C

[Au Pont Rouge](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, strings
[froggyzhang's solution](#)

2089.

1394D

[Boboniu and Jianghu](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-06-25 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, sortings, trees
[froggyzhang's solution](#)

2090.

1303F

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

Quality: 615 global accepts · Rating: 2800 · first AC: 2021-06-12 · last AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: dsu, implementation

[froggyzhang's solution](#)

2091.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive

[froggyzhang's solution](#)

2092.

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices

[froggyzhang's solution](#)

2093.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2021-06-09 · last AC: 2021-06-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[froggyzhang's solution](#)

2094.

1279F

[New Year and Handle Change](#) · [Tutorial](#)

Quality: 1,217 global accepts · Rating: 2800 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp

[froggyzhang's solution](#)

2095.

1386C

[Joker](#) · [Tutorial](#)

Quality: 656 global accepts · Rating: 2800 · first AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: *special, bitmasks, data structures, divide and conquer, dsu

[froggyzhang's solution](#)

2096.

1393E1

[Twilight and Ancient Scroll \(easier version\)](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 2800 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[froggyzhang's solution](#)

2097.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[froggyzhang's solution](#)

2098.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2021-06-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[froggyzhang's solution](#)

2099.

1286C2

[Madhouse \(Hard version\)](#) · [Tutorial](#)

Quality: 745 global accepts · Rating: 2800 · first AC: 2021-05-27 · last AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, hashing, interactive, math

[froggyzhang's solution](#)

2100.

1423M

[Milutin's Plums](#) · [Tutorial](#)

Quality: 324 global accepts · Rating: 2800 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive

[froggyzhang's solution](#)

2101.

10D

[LCIS](#) · [Tutorial](#)

Quality: 5,627 global accepts · Rating: 2800 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

2102.

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, flows, graph matchings

[froggyzhang's solution](#)

2103.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[froggyzhang's solution](#)

2104.

1033E

[Hidden Bipartite Graph](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2800 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, graphs, interactive

[froggyzhang's solution](#)

2105.

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2021-03-01 · last AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math

[froggyzhang's solution](#)

2106.

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2021-01-29 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[froggyzhang's solution](#)

2107.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2020-12-25 · GNU C++11 (first AC) · Tags: graphs

[froggyzhang's solution](#)

2108.

1031F

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

Quality: 311 global accepts · Rating: 2800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, math

[froggyzhang's solution](#)

2109.

1072F

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

Rating: 2800 · first AC: 2020-11-13 · C++17 (GCC 7-32) (first AC) · Tags: graphs, math

[froggyzhang's solution](#)

2110.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,915 global accepts · Rating: 2800 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[froggyzhang's solution](#)

2111.

1413F

[Roads and Ramen](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, trees
[froggyzhang's solution](#)

2112.

1436F

[Sum Over Subsets](#) · [Tutorial](#)

Quality: 623 global accepts · Rating: 2800 · first AC: 2020-10-28 · last AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, math, number theory
[froggyzhang's solution](#)

2113.

1419F

[Rain of Fire](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2800 · first AC: 2020-09-30 · last AC: 2020-09-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, dsu, graphs, implementation
[froggyzhang's solution](#)

2114.

1404D

[Game of Pairs](#) · [Tutorial](#)

Quality: 1,271 global accepts · Rating: 2800 · first AC: 2020-09-08 · last AC: 2020-09-10 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, interactive, math, number theory
[froggyzhang's solution](#)

2115.

1404E

[Bricks](#) · [Tutorial](#)

Quality: 1,579 global accepts · Rating: 2800 · first AC: 2020-09-08 · GNU C++11 (first AC) · Tags: flows, graph matchings, graphs
[froggyzhang's solution](#)

2116.

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2020-09-01 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees
[froggyzhang's solution](#)

2117.

1389G

[Directing Edges](#) · [Tutorial](#)

Quality: 495 global accepts · Rating: 2800 · first AC: 2020-09-01 · last AC: 2020-09-01 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[froggyzhang's solution](#)

2118.

1400F

[x-prime Substrings](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2800 · first AC: 2020-08-31 · last AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, string suffix structures, strings
[froggyzhang's solution](#)

2119.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings
[froggyzhang's solution](#)

2120.

1384F

[Rearrange](#) · [Tutorial](#)

Rating: 2800 · first AC: 2020-07-27 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

2121.

1379F2

[Chess Strikes Back \(hard version\)](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2800 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[froggyzhang's solution](#)

2122.

1012D

[AB-Strings](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 2800 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings
[froggyzhang's solution](#)

2123.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2020-06-08 · last AC: 2020-06-08 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math
[froggyzhang's solution](#)

2124.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-05-15 · GNU C++11 (first AC) · Tags: dp, math
[froggyzhang's solution](#)

2125.

559D

[Randomizer](#) · [Tutorial](#)

Quality: 475 global accepts · Rating: 2800 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: combinatorics, geometry, probabilities
[froggyzhang's solution](#)

2126.

1327G

[Letters and Question Marks](#) · [Tutorial](#)

Quality: 527 global accepts · Rating: 2800 · first AC: 2020-03-24 · last AC: 2020-03-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, string suffix structures
[froggyzhang's solution](#)

2127.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2020-03-21 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[froggyzhang's solution](#)

2128.

613D

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

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-01-27 · last AC: 2020-01-27 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees
[froggyzhang's solution](#)

2129.

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory
[froggyzhang's solution](#)

2130.

2073K

[Book Sorting](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 2900 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2131.

2052L

[Legacy Screensaver](#) · [Tutorial](#)

Quality: 159 global accepts · Rating: 2900 · first AC: 2024-12-25 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

2132.

2041L

[Building Castle](#) · [Tutorial](#)

Quality: 70 global accepts · Rating: 2900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2133.

2038E

[Barrels](#) · [Tutorial](#)

Quality: 156 global accepts · Rating: 2900 · first AC: 2024-11-22 · last AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, math

[froggyzhang's solution](#)

2134.

2023D

[Many Games](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, greedy, math, probabilities

[froggyzhang's solution](#)

2135.

2018F1

[Speedbreaker Counting \(Easy Version\)](#) · [Tutorial](#)

Quality: 329 global accepts · Rating: 2900 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math

[froggyzhang's solution](#)

2136.

1995E2

[Let Me Teach You a Lesson \(Hard Version\)](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 2900 · first AC: 2024-07-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices, two pointers

[froggyzhang's solution](#)

2137.

1713F

[Lost Array](#) · [Tutorial](#)

Quality: 688 global accepts · Rating: 2900 · first AC: 2022-08-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, dp, math

[froggyzhang's solution](#)

2138.

1667D

[Edge Elimination](#) · [Tutorial](#)

Quality: 809 global accepts · Rating: 2900 · first AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[froggyzhang's solution](#)

2139.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: dp, matrices

[froggyzhang's solution](#)

2140.

1654G

[Snowy Mountain](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, greedy, shortest paths, trees

[froggyzhang's solution](#)

2141.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation
[froggyzhang's solution](#)

2142.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-02-23 · last AC: 2022-02-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math, number theory
[froggyzhang's solution](#)

2143.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-02-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[froggyzhang's solution](#)

2144.

1616F

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

Quality: 720 global accepts · Rating: 2900 · first AC: 2021-12-29 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, matrices
[froggyzhang's solution](#)

2145.

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-01-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, trees
[froggyzhang's solution](#)

2146.

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2021-11-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, matrices
[froggyzhang's solution](#)

2147.

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2021-11-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[froggyzhang's solution](#)

2148.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-11-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs
[froggyzhang's solution](#)

2149.

955E

[Icicles](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 2900 · first AC: 2021-11-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2150.

980F

[Cactus to Tree](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 2900 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, trees
[froggyzhang's solution](#)

2151.

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[froggyzhang's solution](#)

2152.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2021-11-01 · last AC: 2021-11-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, trees

[froggyzhang's solution](#)

2153.

187E

[Heaven Tour](#) · [Tutorial](#)

Quality: 117 global accepts · Rating: 2900 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[froggyzhang's solution](#)

2154.

1276D

[Tree Elimination](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2900 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, trees

[froggyzhang's solution](#)

2155.

1601E

[Phys Ed Online](#) · [Tutorial](#)

Quality: 598 global accepts · Rating: 2900 · first AC: 2021-10-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[froggyzhang's solution](#)

2156.

1062F

[Upgrading Cities](#) · [Tutorial](#)

Quality: 982 global accepts · Rating: 2900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[froggyzhang's solution](#)

2157.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2021-10-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp

[froggyzhang's solution](#)

2158.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2021-10-21 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

2159.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, graphs

[froggyzhang's solution](#)

2160.

1580D

[Subsequence](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-10-01 · last AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[froggyzhang's solution](#)

2161.

1030G

[Linear Congruential Generator](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 2900 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: number theory

[froggyzhang's solution](#)

2162.

1051G

[Distinctification](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2900 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy

[froggyzhang's solution](#)

2163.

1055F

[Tree and XOR](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2900 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: strings, trees

[froggyzhang's solution](#)

2164.

1146H

[Satanic Panic](#) · [Tutorial](#)

Quality: 680 global accepts · Rating: 2900 · first AC: 2021-09-18 · last AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, geometry

[froggyzhang's solution](#)

2165.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

2166.

1280E

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

Quality: 229 global accepts · Rating: 2900 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: math

[froggyzhang's solution](#)

2167.

1361D

[Johnny and James](#) · [Tutorial](#)

Quality: 340 global accepts · Rating: 2900 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math, trees

[froggyzhang's solution](#)

2168.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2900 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

2169.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[froggyzhang's solution](#)

2170.

1201E1

[Knightmare \(easy\)](#) · [Tutorial](#)

Quality: 146 global accepts · Rating: 2900 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths

[froggyzhang's solution](#)

2171.

1266F

[Almost Same Distance](#) · [Tutorial](#)

Quality: 377 global accepts · Rating: 2900 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[froggyzhang's solution](#)

2172.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2021-08-27 · last AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math,

number theory, probabilities

[froggyzhang's solution](#)

2173.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2021-08-09 · last AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[froggyzhang's solution](#)

2174.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2021-08-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[froggyzhang's solution](#)

2175.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, number theory

[froggyzhang's solution](#)

2176.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2021-07-12 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle

[froggyzhang's solution](#)

2177.

1387C

[Viruses](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 2900 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: *special, dp, shortest paths, string suffix structures

[froggyzhang's solution](#)

2178.

1386B

[Mixture](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: *special, data structures, geometry, math, sortings

[froggyzhang's solution](#)

2179.

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[froggyzhang's solution](#)

2180.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: greedy, number theory, probabilities

[froggyzhang's solution](#)

2181.

793E

[Problem of offices](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, trees

[froggyzhang's solution](#)

2182.

1455G

[Forbidden Value](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 2900 · first AC: 2021-06-10 · last AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[froggyzhang's solution](#)

2183.

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2021-06-05 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force
[froggyzhang's solution](#)

2184.

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

2185.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[froggyzhang's solution](#)

2186.

1510C

[Cactus Not Enough](#) · [Tutorial](#)

Quality: 239 global accepts · Rating: 2900 · first AC: 2021-06-03 · last AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graph matchings, graphs
[froggyzhang's solution](#)

2187.

1431I

[Cyclic Shifts](#) · [Tutorial](#)

Quality: 52 global accepts · Rating: 2900 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: *special, strings
[froggyzhang's solution](#)

2188.

1346I

[Pac-Man 2.0](#) · [Tutorial](#)

Quality: 54 global accepts · Rating: 2900 · first AC: 2021-05-28 · Kotlin 1.4 (first AC) · Tags: *special, dp
[froggyzhang's solution](#)

2189.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

2190.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2021-05-25 · last AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees
[froggyzhang's solution](#)

2191.

1468B

[Bakery](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2900 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu
[froggyzhang's solution](#)

2192.

1264D2

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

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, probabilities
[froggyzhang's solution](#)

2193.

1494F

[Delete The Edges](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2900 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation

[froggyzhang's solution](#)

2194.

1500D

[Tiles for Bathroom](#) · [Tutorial](#)

Quality: 587 global accepts · Rating: 2900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings, two pointers

[froggyzhang's solution](#)

2195.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2021-05-12 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, flows, graphs

[froggyzhang's solution](#)

2196.

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

2197.

455E

[Function](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: 2900 · first AC: 2021-03-31 · GNU C++11 (first AC) · Tags: data structures

[froggyzhang's solution](#)

2198.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, fft, math

[froggyzhang's solution](#)

2199.

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2021-03-25 · GNU C++11 (first AC) · Tags: combinatorics, dp

[froggyzhang's solution](#)

2200.

802M3

[April Fools' Problem \(hard\)](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, flows

[froggyzhang's solution](#)

2201.

1479D

[Odd Mineral Resource](#) · [Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2021-02-08 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[froggyzhang's solution](#)

2202.

1487F

[Ones](#) · [Tutorial](#)

Quality: 503 global accepts · Rating: 2900 · first AC: 2021-02-16 · last AC: 2021-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, shortest paths

[froggyzhang's solution](#)

2203.

343E

[Pumping Stations](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 2900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, flows, graphs, greedy, trees

[froggyzhang's solution](#)

2204.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2021-01-13 · C++17 (GCC 7-32) (first AC) · Tags: flows, graph matchings

[froggyzhang's solution](#)

2205.

1032G

[Chattering](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 2900 · first AC: 2020-11-12 · last AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[froggyzhang's solution](#)

2206.

1079G

[Chattering](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-11-12 · C++17 (GCC 7-32) (first AC) · Tags: —

[froggyzhang's solution](#)

2207.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-11-02 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, geometry

[froggyzhang's solution](#)

2208.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2020-10-18 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

2209.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths

[froggyzhang's solution](#)

2210.

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2020-07-23 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: combinatorics, dp

[froggyzhang's solution](#)

2211.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2020-07-17 · last AC: 2020-07-20 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[froggyzhang's solution](#)

2212.

1359F

[RC Kaboom Show](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2900 · first AC: 2020-06-05 · last AC: 2020-06-05 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, math

[froggyzhang's solution](#)

2213.

1334G

[Substring Search](#) · [Tutorial](#)

Quality: 421 global accepts · Rating: 2900 · first AC: 2020-04-27 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft
[froggyzhang's solution](#)

2214.

933D

[A Creative Cutout](#) · [Tutorial](#)

Quality: 389 global accepts · Rating: 2900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: brute force, combinatorics, math
[froggyzhang's solution](#)

2215.

338D

[GCD Table](#) · [Tutorial](#)

Quality: 1,404 global accepts · Rating: 2900 · first AC: 2019-03-03 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[froggyzhang's solution](#)

2216.

2068K

[Amusement Park Rides](#) · [Tutorial](#)

Quality: 206 global accepts · Rating: 3000 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: flows, graphs
[froggyzhang's solution](#)

2217.

2045L

[Buggy DFS](#) · [Tutorial](#)

Quality: 160 global accepts · Rating: 3000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

2218.

2045F

[Grid Game 3-angle](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 3000 · first AC: 2024-12-04 · C++20 (GCC 13-64) (first AC) · Tags: games, math
[froggyzhang's solution](#)

2219.

2038H

[Galactic Council](#) · [Tutorial](#)

Quality: 185 global accepts · Rating: 3000 · first AC: 2024-11-22 · C++20 (GCC 13-64) (first AC) · Tags: flows
[froggyzhang's solution](#)

2220.

2018F2

[Speedbreaker Counting \(Medium Version\)](#) · [Tutorial](#)

Quality: 287 global accepts · Rating: 3000 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[froggyzhang's solution](#)

2221.

1659F

[Tree and Permutation Game](#) · [Tutorial](#)

Quality: 249 global accepts · Rating: 3000 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, games, graphs, trees
[froggyzhang's solution](#)

2222.

1667E

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

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-20 · last AC: 2022-04-20 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[froggyzhang's solution](#)

2223.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-13 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, math
[froggyzhang's solution](#)

2224.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices
[froggyzhang's solution](#)

2225.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[froggyzhang's solution](#)

2226.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[froggyzhang's solution](#)

2227.

1609G

[A Stroll Around the Matrix](#) · [Tutorial](#)

Quality: 484 global accepts · Rating: 3000 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math
[froggyzhang's solution](#)

2228.

1610F

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

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[froggyzhang's solution](#)

2229.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-11-05 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, dp, number theory
[froggyzhang's solution](#)

2230.

533D

[Landmarks](#) · [Tutorial](#)

Quality: 272 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-10-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[froggyzhang's solution](#)

2231.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math
[froggyzhang's solution](#)

2232.

1586G

[Omkar and Time Travel](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[froggyzhang's solution](#)

2233.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-10-13 · last AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

2234.

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, trees
[froggyzhang's solution](#)

2235.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games
[froggyzhang's solution](#)

2236.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2021-10-03 · last AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, shortest paths
[froggyzhang's solution](#)

2237.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy
[froggyzhang's solution](#)

2238.

1252D

[Find String in a Grid](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3000 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees
[froggyzhang's solution](#)

2239.

1147E

[Rainbow Coins](#) · [Tutorial](#)

Quality: 472 global accepts · Rating: 3000 · first AC: 2021-09-26 · C++17 (GCC 9-64) (first AC) · Tags: interactive
[froggyzhang's solution](#)

2240.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2021-09-20 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, geometry
[froggyzhang's solution](#)

2241.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-09-19 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, probabilities, trees
[froggyzhang's solution](#)

2242.

1569F

[Palindromic Hamiltonian Path](#) · [Tutorial](#)

Quality: 380 global accepts · Rating: 3000 · first AC: 2021-09-09 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, hashing
[froggyzhang's solution](#)

2243.

1201E2

[Knightmare \(hard\)](#) · [Tutorial](#)

Quality: 165 global accepts · Rating: 3000 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: graphs, interactive, shortest paths
[froggyzhang's solution](#)

2244.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar
[froggyzhang's solution](#)

2245.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[froggyzhang's solution](#)

2246.

243E

[Matrix](#) · [Tutorial](#)

Quality: 216 global accepts · Rating: 3000 · first AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2247.

1552G

[A Serious Referee](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, sortings
[froggyzhang's solution](#)

2248.

1545D

[AquaMoon and Wrong Coordinate](#) · [Tutorial](#)

Quality: 606 global accepts · Rating: 3000 · first AC: 2021-07-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, math
[froggyzhang's solution](#)

2249.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-07-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees
[froggyzhang's solution](#)

2250.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[froggyzhang's solution](#)

2251.

1464D

[The Thorny Path](#) · [Tutorial](#)

Rating: 3000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[froggyzhang's solution](#)

2252.

1381D

[The Majestic Brown Tree Snake](#) · [Tutorial](#)

Quality: 825 global accepts · Rating: 3000 · first AC: 2021-06-30 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, greedy, trees, two pointers
[froggyzhang's solution](#)

2253.

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
[froggyzhang's solution](#)

2254.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2021-06-22 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[froggyzhang's solution](#)

2255.

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2021-06-14 · last AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy
[froggyzhang's solution](#)

2256.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[froggyzhang's solution](#)

2257.

1152F2

[Neko Rules the Catniverse \(Large Version\)](#) · [Tutorial](#)

Quality: 924 global accepts · Rating: 3000 · first AC: 2021-06-10 · GNU C++11 (first AC) · Tags: bitmasks, dp, matrices
[froggyzhang's solution](#)

2258.

346E

[Doodle Jump](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3000 · first AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory
[froggyzhang's solution](#)

2259.

1535F

[String Distance](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3000 · first AC: 2021-06-07 · last AC: 2021-06-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, hashing, implementation, strings
[froggyzhang's solution](#)

2260.

1526F

[Median Queries](#) · [Tutorial](#)

Quality: 388 global accepts · Rating: 3000 · first AC: 2021-05-29 · last AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, probabilities
[froggyzhang's solution](#)

2261.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2021-06-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, interactive
[froggyzhang's solution](#)

2262.

1181E2

[A Story of One Country \(Hard\)](#) · [Tutorial](#)

Quality: 398 global accepts · Rating: 3000 · first AC: 2021-06-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings
[froggyzhang's solution](#)

2263.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees
[froggyzhang's solution](#)

2264.

1474F

[1 2 3 4 ...](#) · [Tutorial](#)

Quality: 323 global accepts · Rating: 3000 · first AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, matrices

[froggyzhang's solution](#)

2265.

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp
[froggyzhang's solution](#)

2266.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2021-04-18 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, geometry, sortings
[froggyzhang's solution](#)

2267.

150E

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

Quality: 1,034 global accepts · Rating: 3000 · first AC: 2021-04-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, divide and conquer, trees
[froggyzhang's solution](#)

2268.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-03-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers
[froggyzhang's solution](#)

2269.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings
[froggyzhang's solution](#)

2270.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2271.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-02-02 · last AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer
[froggyzhang's solution](#)

2272.

1446D2

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

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2020-11-22 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers
[froggyzhang's solution](#)

2273.

1008E

[Guess two numbers](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-18 · last AC: 2020-11-22 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive
[froggyzhang's solution](#)

2274.

1447F2

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

Rating: 3000 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: data structures, greedy
[froggyzhang's solution](#)

2275.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2020-11-16 · last AC: 2020-11-16 · C++17 (GCC 9-64) (first AC) · Tags: interactive, probabilities, trees

[froggyzhang's solution](#)

2276.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,455 global accepts · Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs

[froggyzhang's solution](#)

2277.

1020E

[Sergey's problem](#) · [Tutorial](#)

Rating: 3000 · first AC: 2020-11-16 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[froggyzhang's solution](#)

2278.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2020-10-18 · last AC: 2020-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

2279.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2020-10-08 · last AC: 2020-10-08 · GNU C++11 (first AC) · Tags: data structures, math, number theory, two pointers

[froggyzhang's solution](#)

2280.

1299D

[Around the World](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3000 · first AC: 2020-06-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, graphs, math, trees

[froggyzhang's solution](#)

2281.

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2020-05-11 · GNU C++11 (first AC) · Tags: graphs

[froggyzhang's solution](#)

2282.

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2020-05-05 · last AC: 2020-05-05 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp

[froggyzhang's solution](#)

2283.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2020-03-04 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[froggyzhang's solution](#)

2284.

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2019-07-24 · GNU C++11 (first AC) · Tags: divide and conquer, two pointers

[froggyzhang's solution](#)

2285.

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs
[froggyzhang's solution](#)

2286.

2073I

[Squares on Grid Lines](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2287.

2068B

[Urban Planning](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms
[froggyzhang's solution](#)

2288.

2068D

[Morse Code](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3100 · first AC: 2025-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, sortings, trees
[froggyzhang's solution](#)

2289.

2041G

[Grid Game](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2290.

2041K

[Trophic Balance Species](#) · [Tutorial](#)

Quality: 122 global accepts · Rating: 3100 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dfs and similar, graphs
[froggyzhang's solution](#)

2291.

2018F3

[Speedbreaker Counting \(Hard Version\)](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 3100 · first AC: 2024-09-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math
[froggyzhang's solution](#)

2292.

418E

[Tricky Password](#) · [Tutorial](#)

Quality: 351 global accepts · Rating: 3100 · first AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2293.

720E

[Cipher](#) · [Tutorial](#)

Quality: 72 global accepts · Rating: 3100 · first AC: 2022-03-30 · last AC: 2022-03-31 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[froggyzhang's solution](#)

2294.

446E

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

Quality: 143 global accepts · Rating: 3100 · first AC: 2022-03-17 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices
[froggyzhang's solution](#)

2295.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-03-13 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[froggyzhang's solution](#)

2296.

891D

[Sloth](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2022-02-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graph matchings, trees

[froggyzhang's solution](#)

2297.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[froggyzhang's solution](#)

2298.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: games, trees

[froggyzhang's solution](#)

2299.

960H

[Santa's Gift](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3100 · first AC: 2021-11-24 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2300.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2021-11-23 · last AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[froggyzhang's solution](#)

2301.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[froggyzhang's solution](#)

2302.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2021-11-08 · last AC: 2021-11-08 · C++17 (GCC 9-64) (first AC) · Tags: fft, math

[froggyzhang's solution](#)

2303.

1190E

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

Quality: 262 global accepts · Rating: 3100 · first AC: 2021-10-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[froggyzhang's solution](#)

2304.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, games

[froggyzhang's solution](#)

2305.

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2021-10-20 · last AC: 2021-10-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, sortings

[froggyzhang's solution](#)

2306.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2021-10-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[froggyzhang's solution](#)

2307.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, trees

[froggyzhang's solution](#)

2308.

1329D

[Dreamoon Likes Strings](#) · [Tutorial](#)

Quality: 536 global accepts · Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures

[froggyzhang's solution](#)

2309.

1229E1

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

Rating: 3100 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[froggyzhang's solution](#)

2310.

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory

[froggyzhang's solution](#)

2311.

1481F

[AB Tree](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 3100 · first AC: 2021-02-06 · last AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, trees

[froggyzhang's solution](#)

2312.

1332G

[No Monotone Triples](#) · [Tutorial](#)

Quality: 363 global accepts · Rating: 3100 · first AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2313.

1344E

[Train Tracks](#) · [Tutorial](#)

Quality: 521 global accepts · Rating: 3100 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2314.

1167G

[Low Budget Inception](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 3100 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry

[froggyzhang's solution](#)

2315.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2021-10-04 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, trees

[froggyzhang's solution](#)

2316.

1307G

[Cow and Exercise](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 3100 · first AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs, shortest paths
[froggyzhang's solution](#)

2317.

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp
[froggyzhang's solution](#)

2318.

1286D

[LCC](#) · [Tutorial](#)

Quality: 728 global accepts · Rating: 3100 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, matrices, probabilities
[froggyzhang's solution](#)

2319.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, graphs, trees
[froggyzhang's solution](#)

2320.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-13 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths
[froggyzhang's solution](#)

2321.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

2322.

1499G

[Graph Coloring](#) · [Tutorial](#)

Quality: 237 global accepts · Rating: 3100 · first AC: 2021-09-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, interactive
[froggyzhang's solution](#)

2323.

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2021-09-05 · last AC: 2021-09-05 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation
[froggyzhang's solution](#)

2324.

1240F

[Football](#) · [Tutorial](#)

Quality: 327 global accepts · Rating: 3100 · first AC: 2021-09-03 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[froggyzhang's solution](#)

2325.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-08-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, greedy
[froggyzhang's solution](#)

2326.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft
[froggyzhang's solution](#)

2327.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2328.

1184A3

[Heidi Learns Hashing \(Hard\)](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3100 · first AC: 2021-06-17 · last AC: 2021-06-17 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory

[froggyzhang's solution](#)

2329.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

2330.

538G

[Berserk Robot](#) · [Tutorial](#)

Quality: 577 global accepts · Rating: 3100 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[froggyzhang's solution](#)

2331.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[froggyzhang's solution](#)

2332.

1044E

[Grid Sort](#) · [Tutorial](#)

Quality: 129 global accepts · Rating: 3100 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: implementation

[froggyzhang's solution](#)

2333.

1074E

[Grid Sort](#) · [Tutorial](#)

Rating: 3100 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[froggyzhang's solution](#)

2334.

1508E

[Tree Calendar](#) · [Tutorial](#)

Quality: 392 global accepts · Rating: 3100 · first AC: 2021-04-18 · last AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dfs and similar, sortings, trees

[froggyzhang's solution](#)

2335.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-04-08 · last AC: 2021-04-08 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer, math, number theory, trees

[froggyzhang's solution](#)

2336.

896E

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

Quality: 2,505 global accepts · Rating: 3100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: data structures, dsu

[froggyzhang's solution](#)

2337.

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2021-03-23 · last AC: 2021-03-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

2338.

1476G

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

Quality: 740 global accepts · Rating: 3100 · first AC: 2021-02-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, sortings, two pointers

[froggyzhang's solution](#)

2339.

331E2

[Deja Vu](#) · [Tutorial](#)

Quality: 236 global accepts · Rating: 3100 · first AC: 2021-01-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[froggyzhang's solution](#)

2340.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-12-29 · C++17 (GCC 9-64) (first AC) · Tags: flows, greedy

[froggyzhang's solution](#)

2341.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[froggyzhang's solution](#)

2342.

1012E

[Cycle sort](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3100 · first AC: 2020-06-10 · C++14 (GCC 6-32) (first AC) · Tags: dsu, math

[froggyzhang's solution](#)

2343.

516E

[Drazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: math, number theory

[froggyzhang's solution](#)

2344.

963E

[Circles of Waiting](#) · [Tutorial](#)

Quality: 651 global accepts · Rating: 3100 · first AC: 2020-04-19 · last AC: 2020-05-04 · C++14 (GCC 6-32) (first AC) · Tags: math

[froggyzhang's solution](#)

2345.

780H

[Intranet of Buses](#) · [Tutorial](#)

Quality: 133 global accepts · Rating: 3100 · first AC: 2020-03-30 · GNU C++11 (first AC) · Tags: binary search, geometry, implementation, two pointers

[froggyzhang's solution](#)

2346.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[froggyzhang's solution](#)

2347.

2004G

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

Quality: 420 global accepts · Rating: 3200 · first AC: 2024-08-17 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, matrices
[froggyzhang's solution](#)

2348.

1672G

[Cross Xor](#) · [Tutorial](#)

Quality: 454 global accepts · Rating: 3200 · first AC: 2022-05-12 · last AC: 2022-05-12 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math, matrices
[froggyzhang's solution](#)

2349.

1007D

[Ants](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3200 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, trees
[froggyzhang's solution](#)

2350.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math, number theory
[froggyzhang's solution](#)

2351.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math
[froggyzhang's solution](#)

2352.

1648E

[Air Reform](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 3200 · first AC: 2022-03-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, graphs, implementation, trees
[froggyzhang's solution](#)

2353.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy
[froggyzhang's solution](#)

2354.

585F

[Digits of Number Pi](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 3200 · first AC: 2022-02-22 · last AC: 2022-02-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, implementation, strings
[froggyzhang's solution](#)

2355.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-19 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, math
[froggyzhang's solution](#)

2356.

1091G

[New Year and the Factorisation Collaboration](#) · [Tutorial](#)

Quality: 227 global accepts · Rating: 3200 · first AC: 2022-01-14 · last AC: 2022-01-14 · Python 3 (first AC) · Tags: interactive, math, number theory
[froggyzhang's solution](#)

2357.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: geometry

[froggyzhang's solution](#)

2358.

933E

[A Preponderant Reunion](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3200 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp

[froggyzhang's solution](#)

2359.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[froggyzhang's solution](#)

2360.

1017G

[The Tree](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 3200 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2361.

1019E

[Raining season](#) · [Tutorial](#)

Quality: 407 global accepts · Rating: 3200 · first AC: 2021-11-02 · last AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, trees

[froggyzhang's solution](#)

2362.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

[froggyzhang's solution](#)

2363.

1284F

[New Year and Social Network](#) · [Tutorial](#)

Quality: 413 global accepts · Rating: 3200 · first AC: 2021-11-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graph matchings, graphs, math, trees

[froggyzhang's solution](#)

2364.

1446F

[Line Distance](#) · [Tutorial](#)

Quality: 376 global accepts · Rating: 3200 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, geometry

[froggyzhang's solution](#)

2365.

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy

[froggyzhang's solution](#)

2366.

1286E

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

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-10-16 · last AC: 2021-10-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[froggyzhang's solution](#)

2367.

1229E2

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

Rating: 3200 · first AC: 2021-10-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, probabilities

[froggyzhang's solution](#)

2368.

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: games

[froggyzhang's solution](#)

2369.

1598G

[The Sum of Good Numbers](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: hashing, math, string suffix structures, strings

[froggyzhang's solution](#)

2370.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2021-10-13 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math

[froggyzhang's solution](#)

2371.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2021-10-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings

[froggyzhang's solution](#)

2372.

1242E

[Planar Perimeter](#) · [Tutorial](#)

Quality: 155 global accepts · Rating: 3200 · first AC: 2021-10-05 · last AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[froggyzhang's solution](#)

2373.

750G

[New Year and Binary Tree Paths](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 3200 · first AC: 2021-10-05 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp

[froggyzhang's solution](#)

2374.

1109F

[Sasha and Algorithm of Silence's Sounds](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3200 · first AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2375.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: games, graphs

[froggyzhang's solution](#)

2376.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[froggyzhang's solution](#)

2377.

1336D

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

Quality: 529 global accepts · Rating: 3200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive
[froggyzhang's solution](#)

2378.

1383F

[Special Edges](#) · [Tutorial](#)

Quality: 437 global accepts · Rating: 3200 · first AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[froggyzhang's solution](#)

2379.

1396E

[Distance Matching](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[froggyzhang's solution](#)

2380.

1223G

[Wooden Raft](#) · [Tutorial](#)

Quality: 276 global accepts · Rating: 3200 · first AC: 2021-09-24 · last AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, number theory
[froggyzhang's solution](#)

2381.

1344F

[Piet's Palette](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3200 · first AC: 2021-09-24 · C++17 (GCC 9-64) (first AC) · Tags: matrices
[froggyzhang's solution](#)

2382.

1268D

[Invertation in Tournament](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3200 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: brute force, divide and conquer, graphs, math
[froggyzhang's solution](#)

2383.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, trees
[froggyzhang's solution](#)

2384.

571E

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

Quality: 295 global accepts · Rating: 3200 · first AC: 2021-09-15 · C++17 (GCC 9-64) (first AC) · Tags: math
[froggyzhang's solution](#)

2385.

1214G

[Feeling Good](#) · [Tutorial](#)

Quality: 330 global accepts · Rating: 3200 · first AC: 2021-08-11 · last AC: 2021-08-11 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures
[froggyzhang's solution](#)

2386.

1470E

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

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, data structures, dp, graphs, implementation, two pointers
[froggyzhang's solution](#)

2387.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-26 · last AC: 2021-06-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search,

brute force, data structures

[froggyzhang's solution](#)

2388.

1209G2

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

Quality: 528 global accepts · Rating: 3200 · first AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2389.

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, geometry, graphs, trees

[froggyzhang's solution](#)

2390.

744E

[Hongcow Masters the Cyclic Shift](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3200 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: strings, two pointers

[froggyzhang's solution](#)

2391.

1393E2

[Twilight and Ancient Scroll \(harder version\)](#) · [Tutorial](#)

Quality: 440 global accepts · Rating: 3200 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings, two pointers

[froggyzhang's solution](#)

2392.

1523G

[Try Booking](#) · [Tutorial](#)

Quality: 520 global accepts · Rating: 3200 · first AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer

[froggyzhang's solution](#)

2393.

1483E

[Vabank](#) · [Tutorial](#)

Rating: 3200 · first AC: 2021-05-21 · last AC: 2021-05-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, interactive

[froggyzhang's solution](#)

2394.

1519F

[Chests and Keys](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 3200 · first AC: 2021-05-19 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, flows

[froggyzhang's solution](#)

2395.

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, trees

[froggyzhang's solution](#)

2396.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2021-03-10 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[froggyzhang's solution](#)

2397.

755G

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

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[froggyzhang's solution](#)

2398.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-01-14 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[froggyzhang's solution](#)

2399.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2020-12-13 · C++17 (GCC 7-32) (first AC) · Tags: fft, math

[froggyzhang's solution](#)

2400.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2020-11-05 · C++17 (GCC 7-32) (first AC) · Tags: math, probabilities

[froggyzhang's solution](#)

2401.

613E

[Puzzle Lover](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3200 · first AC: 2020-10-26 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[froggyzhang's solution](#)

2402.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-06-28 · last AC: 2020-06-29 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[froggyzhang's solution](#)

2403.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2020-06-17 · last AC: 2020-06-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[froggyzhang's solution](#)

2404.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2020-05-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[froggyzhang's solution](#)

2405.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2020-05-14 · GNU C++11 (first AC) · Tags: data structures, games

[froggyzhang's solution](#)

2406.

1091H

[New Year and the Tricolore Recreation](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3200 · first AC: 2020-05-12 · GNU C++11 (first AC) · Tags: games

[froggyzhang's solution](#)

2407.

1037H

[Security](#) · [Tutorial](#)

Quality: 1,209 global accepts · Rating: 3200 · first AC: 2020-04-05 · GNU C++11 (first AC) · Tags: data structures, string suffix structures

[froggyzhang's solution](#)

2408.

2073E

[Minus Operator](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: interactive
[froggyzhang's solution](#)

2409.

2073M

[Can You Reach There?](#) · [Tutorial](#)

Quality: 81 global accepts · Rating: 3300 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2410.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-26 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, geometry, math
[froggyzhang's solution](#)

2411.

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2022-02-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math
[froggyzhang's solution](#)

2412.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2021-10-27 · last AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math
[froggyzhang's solution](#)

2413.

1063F

[String Journey](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3300 · first AC: 2022-01-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, string suffix structures
[froggyzhang's solution](#)

2414.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-01-11 · last AC: 2022-01-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graph matchings
[froggyzhang's solution](#)

2415.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, hashing
[froggyzhang's solution](#)

2416.

986F

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

Quality: 744 global accepts · Rating: 3300 · first AC: 2021-11-23 · C++17 (GCC 9-64) (first AC) · Tags: graphs, math, number theory, shortest paths
[froggyzhang's solution](#)

2417.

718E

[Matvey's Birthday](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3300 · first AC: 2021-11-18 · last AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, graphs
[froggyzhang's solution](#)

2418.

983D

[Arkady and Rectangles](#) · [Tutorial](#)

Quality: 513 global accepts · Rating: 3300 · first AC: 2021-11-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2419.

704E

[Iron Man](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 3300 · first AC: 2021-11-06 · last AC: 2021-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, geometry, trees

[froggyzhang's solution](#)

2420.

1307F

[Cow and Vacation](#) · [Tutorial](#)

Quality: 675 global accepts · Rating: 3300 · first AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, trees

[froggyzhang's solution](#)

2421.

1368H1

[Breadboard Capacity \(easy version\)](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 3300 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[froggyzhang's solution](#)

2422.

1583H

[Omkar and Tours](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 3300 · first AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, sortings, trees

[froggyzhang's solution](#)

2423.

1586H

[Omkar and Tours](#) · [Tutorial](#)

Rating: 3300 · first AC: 2021-10-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, sortings, trees

[froggyzhang's solution](#)

2424.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2021-10-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2425.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2021-10-02 · last AC: 2021-10-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2426.

1270H

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

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2021-09-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2427.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-09-28 · last AC: 2021-09-28 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

2428.

1450H2

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

Quality: 277 global accepts · Rating: 3300 · first AC: 2021-06-04 · last AC: 2021-09-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, implementation, math

[froggyzhang's solution](#)

2429.

1361F

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

Quality: 172 global accepts · Rating: 3300 · first AC: 2021-09-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation, math

[froggyzhang's solution](#)

2430.

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2021-09-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, graphs, greedy, math

[froggyzhang's solution](#)

2431.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2021-09-10 · last AC: 2021-09-10 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[froggyzhang's solution](#)

2432.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-09-01 · last AC: 2021-09-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, math, probabilities

[froggyzhang's solution](#)

2433.

1556G

[Gates to Another World](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2021-08-31 · last AC: 2021-08-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, two pointers

[froggyzhang's solution](#)

2434.

1266G

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

Quality: 139 global accepts · Rating: 3300 · first AC: 2021-08-30 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[froggyzhang's solution](#)

2435.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2021-08-26 · last AC: 2021-08-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, sortings

[froggyzhang's solution](#)

2436.

1237H

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

Quality: 437 global accepts · Rating: 3300 · first AC: 2021-08-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

2437.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2021-08-09 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[froggyzhang's solution](#)

2438.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2021-08-08 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, math, number theory

[froggyzhang's solution](#)

2439.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

2440.

1552H

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

Quality: 462 global accepts · Rating: 3300 · first AC: 2021-08-03 · last AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, number theory

[froggyzhang's solution](#)

2441.

1322E

[Median Mountain Range](#) · [Tutorial](#)

Quality: 346 global accepts · Rating: 3300 · first AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2442.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2021-07-13 · last AC: 2021-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2443.

1523F

[Favorite Game](#) · [Tutorial](#)

Quality: 483 global accepts · Rating: 3300 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp

[froggyzhang's solution](#)

2444.

1534G

[A New Beginning](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 3300 · first AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry, sortings

[froggyzhang's solution](#)

2445.

1500E

[Subset Trick](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3300 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[froggyzhang's solution](#)

2446.

1528F

[AmShZ Farm](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3300 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, fft, math

[froggyzhang's solution](#)

2447.

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graphs

[froggyzhang's solution](#)

2448.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2021-03-11 · last AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees

[froggyzhang's solution](#)

2449.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2021-03-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math
[froggyzhang's solution](#)

2450.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2021-03-06 · last AC: 2021-03-06 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs
[froggyzhang's solution](#)

2451.

1396D

[Rainbow Rectangles](#) · [Tutorial](#)

Quality: 343 global accepts · Rating: 3300 · first AC: 2020-12-21 · last AC: 2021-01-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, two pointers
[froggyzhang's solution](#)

2452.

1340F

[Nastya and CBS](#) · [Tutorial](#)

Quality: 716 global accepts · Rating: 3300 · first AC: 2020-12-23 · GNU C++11 (first AC) · Tags: brute force, data structures, hashing
[froggyzhang's solution](#)

2453.

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2020-12-22 · last AC: 2020-12-22 · GNU C++11 (first AC) · Tags: data structures, greedy
[froggyzhang's solution](#)

2454.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-23 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[froggyzhang's solution](#)

2455.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-01-28 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs, number theory
[froggyzhang's solution](#)

2456.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-01-10 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees
[froggyzhang's solution](#)

2457.

917E

[Upside Down](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 3400 · first AC: 2021-11-29 · last AC: 2021-11-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees
[froggyzhang's solution](#)

2458.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2021-11-04 · last AC: 2021-11-04 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive
[froggyzhang's solution](#)

2459.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2021-11-03 · C++17 (GCC 9-64) (first AC) · Tags: fft, math, number theory
[froggyzhang's solution](#)

2460.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2021-10-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle
[froggyzhang's solution](#)

2461.

1039E

[Summer Oenothera Exhibition](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3400 · first AC: 2021-10-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2462.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2021-10-08 · last AC: 2021-10-08 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy
[froggyzhang's solution](#)

2463.

1158E

[Strange device](#) · [Tutorial](#)

Quality: 193 global accepts · Rating: 3400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive, math, trees
[froggyzhang's solution](#)

2464.

1097H

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

Quality: 139 global accepts · Rating: 3400 · first AC: 2021-10-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings
[froggyzhang's solution](#)

2465.

1268E

[Happy Cactus](#) · [Tutorial](#)

Quality: 295 global accepts · Rating: 3400 · first AC: 2021-09-23 · C++17 (GCC 9-64) (first AC) · Tags: dp
[froggyzhang's solution](#)

2466.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2021-09-22 · last AC: 2021-09-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[froggyzhang's solution](#)

2467.

1239F

[Swiper, no swiping!](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3400 · first AC: 2021-09-07 · last AC: 2021-09-07 · C++17 (GCC 9-64) (first AC) · Tags: graphs, implementation
[froggyzhang's solution](#)

2468.

1276F

[Asterisk Substrings](#) · [Tutorial](#)

Quality: 447 global accepts · Rating: 3400 · first AC: 2021-08-28 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures
[froggyzhang's solution](#)

2469.

1299E

[So Mean](#) · [Tutorial](#)

Quality: 196 global accepts · Rating: 3400 · first AC: 2021-08-27 · C++17 (GCC 9-64) (first AC) · Tags: interactive, math

[froggyzhang's solution](#)

2470.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[froggyzhang's solution](#)

2471.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

2472.

1553I

[Stairs](#) · [Tutorial](#)

Quality: 314 global accepts · Rating: 3400 · first AC: 2021-08-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[froggyzhang's solution](#)

2473.

1552I

[Organizing a Music Festival](#) · [Tutorial](#)

Quality: 147 global accepts · Rating: 3400 · first AC: 2021-08-04 · last AC: 2021-08-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, math

[froggyzhang's solution](#)

2474.

756F

[Long number](#) · [Tutorial](#)

Quality: 130 global accepts · Rating: 3400 · first AC: 2021-06-24 · last AC: 2021-06-24 · C++17 (GCC 9-64) (first AC) · Tags: expression parsing, math, number theory

[froggyzhang's solution](#)

2475.

1023G

[Pisces](#) · [Tutorial](#)

Quality: 188 global accepts · Rating: 3400 · first AC: 2021-06-16 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, trees

[froggyzhang's solution](#)

2476.

1431J

[Zero-XOR Array](#) · [Tutorial](#)

Quality: 51 global accepts · Rating: 3400 · first AC: 2021-06-16 · Kotlin 1.4 (first AC) · Tags: *special, dp

[froggyzhang's solution](#)

2477.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2021-06-12 · last AC: 2021-06-13 · C++17 (GCC 9-64) (first AC) · Tags: graphs, shortest paths

[froggyzhang's solution](#)

2478.

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2021-05-22 · last AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, trees

[froggyzhang's solution](#)

2479.

1515I

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

Quality: 427 global accepts · Rating: 3400 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, sortings
[froggyzhang's solution](#)

2480.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2021-05-13 · last AC: 2021-05-13 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[froggyzhang's solution](#)

2481.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2021-05-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2482.

1483F

[Exam](#) · [Tutorial](#)

Rating: 3400 · first AC: 2021-03-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dsu, string suffix structures, trees

[froggyzhang's solution](#)

2483.

773F

[Test Data Generation](#) · [Tutorial](#)

Quality: 218 global accepts · Rating: 3400 · first AC: 2021-03-16 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[froggyzhang's solution](#)

2484.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2021-03-01 · last AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2485.

1205F

[Beauty of a Permutation](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3400 · first AC: 2021-02-03 · last AC: 2021-02-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[froggyzhang's solution](#)

2486.

1012F

[Passports](#) · [Tutorial](#)

Quality: 207 global accepts · Rating: 3400 · first AC: 2020-06-10 · GNU C++11 (first AC) · Tags: dp, implementation

[froggyzhang's solution](#)

2487.

2073F

[Hold the Star](#) · [Tutorial](#)

Quality: 67 global accepts · Rating: 3500 · first AC: 2025-03-16 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —

[froggyzhang's solution](#)

2488.

1677F

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

Quality: 110 global accepts · Rating: 3500 · first AC: 2022-05-10 · last AC: 2022-06-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[froggyzhang's solution](#)

2489.

1267C

[Cactus Revenge](#) · [Tutorial](#)

Quality: 393 global accepts · Rating: 3500 · first AC: 2022-03-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[froggyzhang's solution](#)

2490.

1641F

[Covering Circle](#) · [Tutorial](#)

Quality: 120 global accepts · Rating: 3500 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[froggyzhang's solution](#)

2491.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, math, sortings

[froggyzhang's solution](#)

2492.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 425 global accepts · Rating: 3500 · first AC: 2022-01-11 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs

[froggyzhang's solution](#)

2493.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2022-01-03 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees

[froggyzhang's solution](#)

2494.

1210G

[Mateusz and Escape Room](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3500 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: dp

[froggyzhang's solution](#)

2495.

1470F

[Strange Covering](#) · [Tutorial](#)

Quality: 163 global accepts · Rating: 3500 · first AC: 2022-01-02 · C++17 (GCC 9-64) (first AC) · Tags: divide and conquer

[froggyzhang's solution](#)

2496.

1148H

[Holy Diver](#) · [Tutorial](#)

Quality: 322 global accepts · Rating: 3500 · first AC: 2021-12-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2497.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: strings

[froggyzhang's solution](#)

2498.

1456E

[XOR-ranges](#) · [Tutorial](#)

Quality: 383 global accepts · Rating: 3500 · first AC: 2021-12-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy

[froggyzhang's solution](#)

2499.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2021-11-17 · last AC: 2021-11-25 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[froggyzhang's solution](#)

2500.

1320F

[Blocks and Sensors](#) · [Tutorial](#)

Quality: 176 global accepts · Rating: 3500 · first AC: 2021-11-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[froggyzhang's solution](#)

2501.

1368H2

[Breadboard Capacity \(hard version\)](#) · [Tutorial](#)

Quality: 281 global accepts · Rating: 3500 · first AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2502.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-10-20 · last AC: 2021-10-21 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[froggyzhang's solution](#)

2503.

1270I

[Xor on Figures](#) · [Tutorial](#)

Quality: 317 global accepts · Rating: 3500 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, fft, math

[froggyzhang's solution](#)

2504.

1458F

[Range Diameter Sum](#) · [Tutorial](#)

Quality: 441 global accepts · Rating: 3500 · first AC: 2021-07-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2505.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2021-07-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, trees

[froggyzhang's solution](#)

2506.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2021-06-23 · last AC: 2021-06-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[froggyzhang's solution](#)

2507.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2021-06-17 · last AC: 2021-06-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[froggyzhang's solution](#)

2508.

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2021-06-08 · last AC: 2021-06-08 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2509.

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2021-05-26 · last AC: 2021-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[froggyzhang's solution](#)

2510.

1508F

[Optimal Encoding](#) · [Tutorial](#)

Quality: 151 global accepts · Rating: 3500 · first AC: 2021-05-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures

[froggyzhang's solution](#)

2511.

1515H

[Phoenix and Bits](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 3500 · first AC: 2021-05-10 · last AC: 2021-05-10 · GNU C++11 (first AC) · Tags: bitmasks, brute force, data structures, sortings

[froggyzhang's solution](#)

2512.

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2021-03-13 · last AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: binary search, flows, graphs

[froggyzhang's solution](#)

2513.

1147F

[Zigzag Game](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3500 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: games, interactive

[froggyzhang's solution](#)

2514.

1161F

[Zigzag Game](#) · [Tutorial](#)

Rating: 3500 · first AC: 2020-12-28 · C++17 (GCC 9-64) (first AC) · Tags: games, interactive

[froggyzhang's solution](#)

2515.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2020-07-28 · last AC: 2020-07-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[froggyzhang's solution](#)

2516.

2095C

[Would It Be Unrated?](#) · [Tutorial](#)

Quality: 3,745 global accepts · Rating: — · first AC: 2025-04-01 · PyPy 3-64 (first AC) · Tags: *special, binary search, brute force

[froggyzhang's solution](#)

2517.

2095I

[Mysterious Script](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, expression parsing, number theory

[froggyzhang's solution](#)

2518.

2095E

[Pair Count](#) · [Tutorial](#)

Quality: 786 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, number theory

[froggyzhang's solution](#)

2519.

2095G

[Definitely a Geometry Problem](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: — · first AC: 2025-04-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: *special, geometry

[froggyzhang's solution](#)

2520.

2095D

[Where Am I?](#) · [Tutorial](#)

Quality: 5,302 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, geometry

[froggyzhang's solution](#)

2521.

2095B

[Plinko](#) · [Tutorial](#)

Quality: 5,995 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, games, interactive

[froggyzhang's solution](#)

2522.

2095A

[Piecing It Together](#) · [Tutorial](#)

Quality: 13,817 global accepts · Rating: — · first AC: 2025-04-01 · Python 3 (first AC) · Tags: *special, string suffix structures
[froggyzhang's solution](#)

2523.

105423G

[Utakotoba](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2524.

105423F

[TutMa5](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2525.

105423B

[HolyK's Land](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2526.

105423A

[TutCa1](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2527.

105423D

[Too much noise!](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2528.

105423H

[Tutoria1](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2529.

105423J

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

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2530.

105423K

[n!Rtorial](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2531.

105423I

[epcmhA\)"|ú~ß](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2532.

105423E

[būc#N2](#)

Rating: — · first AC: 2024-12-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2533.

105423C

[easy math](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-13 · PyPy 3-64 (first AC) · Tags: —

[froggyzhang's solution](#)

2534.

105492F

[Failing Factory](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · last AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2535.

105492D

[Disgruntled Diner](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2536.

105492L

[Levelling Locks](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2537.

105492H

[Horse Habitat](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2538.

105492B

[Buggy Blinkers](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2539.

105492M

[Museum Visit](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2540.

105492I

[Interrail Pass](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2541.

105492G

[Grocery Greed](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2542.

105492C

[Concurrent Contests](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2543.

105492K

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

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —

[froggyzhang's solution](#)

2544.

105492E

[Extraterrestrial Exploration](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2545.

105492J

[Jumbled Scoreboards](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2546.

105492A

[``Aaawww...`` or ``Aaayyy!!!``](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-11 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2547.

105431G

[Guessing Passwords](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2548.

105431B

[Baseball Court](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2549.

105431H

[Hotfix](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · last AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2550.

105431J

[Jungle Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++23 (GCC 14-64, msys2) (first AC) · Tags: —
[froggyzhang's solution](#)

2551.

105431I

[Infinite Cash](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · PyPy 3-64 (first AC) · Tags: —
[froggyzhang's solution](#)

2552.

105431F

[Fence Fee](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2553.

105431D

[Double Deck](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2554.

105431K

[Knitting Pattern](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2555.

105431A

[Avoiding the Abyss](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2556.

105431C

[Composed Rhythms](#) · [Tutorial](#)

Rating: — · first AC: 2024-11-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2557.

101161K

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

Rating: — · first AC: 2024-08-07 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2558.

103261A

[Um nik's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++20 (GCC 13-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2559.

103261G

[Petr's Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[froggyzhang's solution](#)

2560.

103261F

[Face Recognition Algorithm](#) · [Tutorial](#)

Rating: — · first AC: 2024-07-12 · C++17 (GCC 7-32) (first AC) · Tags: —
[froggyzhang's solution](#)

2561.

103260I

[Trade](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-21 · last AC: 2022-06-21 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2562.

103260B

[Lockout vs tourist](#) · [Tutorial](#)

Rating: — · first AC: 2022-06-14 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2563.

101064L

[The Knapsack problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-02-16 · last AC: 2022-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[froggyzhang's solution](#)

2564.

1331C

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

Quality: 3,213 global accepts · Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, bitmasks
[froggyzhang's solution](#)

2565.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, implementation
[froggyzhang's solution](#)

2566.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special

[froggyzhang's solution](#)**2567.**

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2021-04-01 · GNU C++11 (first AC) · Tags: *special, math, number theory

[froggyzhang's solution](#)**2568.**

102341B

[Bulbasaur](#) · [Tutorial](#)

Rating: — · first AC: 2020-04-26 · GNU C++11 (first AC) · Tags: —

[froggyzhang's solution](#)**2569.**

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,560 global accepts · Rating: — · first AC: 2020-04-24 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[froggyzhang's solution](#)**2570.**

396D

[On Sum of Number of Inversions in Permutations](#) · [Tutorial](#)

Quality: 465 global accepts · Rating: — · first AC: 2020-02-11 · GNU C++11 (first AC) · Tags: combinatorics, math

[froggyzhang's solution](#)