

Unique solved — gyh20

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5.

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6.

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9.

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16.

746A

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26.

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27.

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34.

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47.

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1672A

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51.

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1566A

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1546A

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1534A

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71.

1516A

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72.

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74.

1498A

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1466A

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76.

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79.

1428A

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1398B

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82.

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83.

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88.

1325B

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89.

1325A

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90.

1305A

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91.

1311A

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1303A

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94.

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96.

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97.

1284A

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98.

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99.

1856B

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100.

1850D

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101.

1775A2

[Gardener and the Capybaras \(hard version\)](#) · [Tutorial](#)

Quality: 19,947 global accepts · Rating: 900 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

102.

1779B

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

Quality: 25,065 global accepts · Rating: 900 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

103.

1764B

[Doremy's Perfect Math Class](#) · [Tutorial](#)

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gyh20's solution](#)

104.

1749B

[Death's Blessing](#) · [Tutorial](#)

Quality: 22,581 global accepts · Rating: 900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gyh20's solution](#)

105.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,529 global accepts · Rating: 900 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gyh20's solution](#)

106.

1696B

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

Quality: 36,309 global accepts · Rating: 900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

107.

1089L

[Lazyland](#) · [Tutorial](#)

Quality: 4,717 global accepts · Rating: 900 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

108.

1666D

[Deletive Editing](#) · [Tutorial](#)

Quality: 20,094 global accepts · Rating: 900 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

109.

820A

[Mister B and Book Reading](#) · [Tutorial](#)

Quality: 8,567 global accepts · Rating: 900 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gyh20's solution](#)

110.

870A

[Search for Pretty Integers](#) · [Tutorial](#)

Quality: 10,786 global accepts · Rating: 900 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation
[gyh20's solution](#)

111.

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
[gyh20's solution](#)

112.

1610A

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

Quality: 17,072 global accepts · Rating: 900 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: math
[gyh20's solution](#)

113.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation
[gyh20's solution](#)

114.

1494A

[ABC String](#) · [Tutorial](#)

Quality: 22,810 global accepts · Rating: 900 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, implementation
[gyh20's solution](#)

115.

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: greedy, implementation
[gyh20's solution](#)

116.

1427A

[Avoiding Zero](#) · [Tutorial](#)

Quality: 18,031 global accepts · Rating: 900 · first AC: 2020-10-10 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: math, sortings
[gyh20's solution](#)

117.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,982 global accepts · Rating: 900 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[gyh20's solution](#)

118.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,666 global accepts · Rating: 900 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: games
[gyh20's solution](#)

119.

1337B

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

Quality: 36,862 global accepts · Rating: 900 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[gyh20's solution](#)

120.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,206 global accepts · Rating: 900 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: brute force, dp, implementation, math
[gyh20's solution](#)

121.

1313A

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

Quality: 16,230 global accepts · Rating: 900 · first AC: 2020-02-23 · last AC: 2020-04-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[gyh20's solution](#)

122.

1326B

[Maximums](#) · [Tutorial](#)

Quality: 25,271 global accepts · Rating: 900 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[gyh20's solution](#)

123.

1291A

[Even But Not Even](#) · [Tutorial](#)

Quality: 20,682 global accepts · Rating: 900 · first AC: 2020-02-02 · last AC: 2020-02-05 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, strings
[gyh20's solution](#)

124.

1295A

[Display The Number](#) · [Tutorial](#)

Quality: 24,145 global accepts · Rating: 900 · first AC: 2020-01-29 · last AC: 2020-02-03 · GNU C++11 (first AC) · Tags: greedy
[gyh20's solution](#)

125.

1267B

[Balls of Buma](#) · [Tutorial](#)

Quality: 4,538 global accepts · Rating: 900 · first AC: 2019-12-01 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: —
[gyh20's solution](#)

126.

460A

[Vasya and Socks](#) · [Tutorial](#)

Quality: 52,021 global accepts · Rating: 900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[gyh20's solution](#)

127.

1930B

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

Quality: 17,660 global accepts · Rating: 1000 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, math

[gyh20's solution](#)

128.

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,904 global accepts · Rating: 1000 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[gyh20's solution](#)

129.

1858C

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

Quality: 25,526 global accepts · Rating: 1000 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, number theory

[gyh20's solution](#)

130.

1859B

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

Quality: 43,893 global accepts · Rating: 1000 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gyh20's solution](#)

131.

1851C

[Tiles Comeback](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 1000 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: greedy

[gyh20's solution](#)

132.

1844B

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

Quality: 20,247 global accepts · Rating: 1000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

133.

1611C

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

Quality: 19,358 global accepts · Rating: 1000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gyh20's solution](#)

134.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[gyh20's solution](#)

135.

1800B

[Count the Number of Pairs](#) · [Tutorial](#)

Quality: 28,411 global accepts · Rating: 1000 · first AC: 2023-03-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[gyh20's solution](#)

136.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gyh20's solution](#)

137.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gyh20's solution](#)

138.

1770A

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

Quality: 25,243 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[gyh20's solution](#)

139.

1765E

[Exchange](#) · [Tutorial](#)

Quality: 11,820 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math
[gyh20's solution](#)

140.

1765M

[Minimum LCM](#) · [Tutorial](#)

Quality: 31,880 global accepts · Rating: 1000 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory
[gyh20's solution](#)

141.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,908 global accepts · Rating: 1000 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, implementation
[gyh20's solution](#)

142.

849A

[Odds and Ends](#) · [Tutorial](#)

Quality: 9,764 global accepts · Rating: 1000 · first AC: 2022-01-23 · C++20 (GCC 11-64) (first AC) · Tags: implementation
[gyh20's solution](#)

143.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[gyh20's solution](#)

144.

1515B

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

Quality: 27,062 global accepts · Rating: 1000 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[gyh20's solution](#)

145.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation
[gyh20's solution](#)

146.

1450B

[Balls of Steel](#) · [Tutorial](#)

Quality: 16,037 global accepts · Rating: 1000 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy
[gyh20's solution](#)

147.

888B

[Buggy Robot](#) · [Tutorial](#)

Quality: 10,722 global accepts · Rating: 1000 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: greedy

[gyh20's solution](#)

148.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[gyh20's solution](#)

149.

1333A

[Little Artem](#) · [Tutorial](#)

Quality: 25,928 global accepts · Rating: 1000 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[gyh20's solution](#)

150.

1326A

[Bad Ugly Numbers](#) · [Tutorial](#)

Quality: 32,677 global accepts · Rating: 1000 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, number theory

[gyh20's solution](#)

151.

1293B

[JOE is on TV!](#) · [Tutorial](#)

Quality: 22,295 global accepts · Rating: 1000 · first AC: 2020-01-19 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: combinatorics, greedy, math

[gyh20's solution](#)

152.

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

[gyh20's solution](#)

153.

1902B

[Getting Points](#) · [Tutorial](#)

Quality: 16,450 global accepts · Rating: 1100 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy

[gyh20's solution](#)

154.

1850E

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

Quality: 34,993 global accepts · Rating: 1100 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: binary search, geometry, implementation, math

[gyh20's solution](#)

155.

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,799 global accepts · Rating: 1100 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers

[gyh20's solution](#)

156.

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,792 global accepts · Rating: 1100 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gyh20's solution](#)

157.

1726B

[Mainak and Interesting Sequence](#) · [Tutorial](#)

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, math

[gyh20's solution](#)

158.

1717B

[Madoka and Underground Competitions](#) · [Tutorial](#)

Quality: 15,636 global accepts · Rating: 1100 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gyh20's solution](#)

159.

1685A

[Circular Local MiniMax](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-26 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[gyh20's solution](#)

160.

1672C

[Unequal Array](#) · [Tutorial](#)

Quality: 14,034 global accepts · Rating: 1100 · first AC: 2022-04-23 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[gyh20's solution](#)

161.

1656B

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

Quality: 26,802 global accepts · Rating: 1100 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, two pointers

[gyh20's solution](#)

162.

1637B

[MEX and Array](#) · [Tutorial](#)

Quality: 15,457 global accepts · Rating: 1100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math

[gyh20's solution](#)

163.

1625B

[Elementary Particles](#) · [Tutorial](#)

Quality: 16,858 global accepts · Rating: 1100 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[gyh20's solution](#)

164.

1616B

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

Quality: 20,708 global accepts · Rating: 1100 · first AC: 2021-12-29 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, strings

[gyh20's solution](#)

165.

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

[gyh20's solution](#)

166.

1610B

[Kalindrome Array](#) · [Tutorial](#)

Quality: 23,382 global accepts · Rating: 1100 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, two pointers

[gyh20's solution](#)

167.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, sortings

[gyh20's solution](#)

168.

1534B

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

Quality: 12,873 global accepts · Rating: 1100 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, math
[gyh20's solution](#)

169.

1523B

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

Quality: 12,509 global accepts · Rating: 1100 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms
[gyh20's solution](#)

170.

1463A

[Dungeon](#) · [Tutorial](#)

Quality: 27,925 global accepts · Rating: 1100 · first AC: 2020-12-18 · GNU C++11 (first AC) · Tags: binary search, math
[gyh20's solution](#)

171.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[gyh20's solution](#)

172.

1375A

[Sign Flipping](#) · [Tutorial](#)

Quality: 18,842 global accepts · Rating: 1100 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gyh20's solution](#)

173.

1334B

[Middle Class](#) · [Tutorial](#)

Quality: 27,619 global accepts · Rating: 1100 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy, sortings
[gyh20's solution](#)

174.

1333B

[Kind Anton](#) · [Tutorial](#)

Quality: 22,228 global accepts · Rating: 1100 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[gyh20's solution](#)

175.

1332A

[Exercising Walk](#) · [Tutorial](#)

Quality: 19,864 global accepts · Rating: 1100 · first AC: 2020-03-31 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math
[gyh20's solution](#)

176.

1327A

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

Quality: 45,729 global accepts · Rating: 1100 · first AC: 2020-03-23 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: math
[gyh20's solution](#)

177.

1304B

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

Quality: 18,753 global accepts · Rating: 1100 · first AC: 2020-02-15 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, strings
[gyh20's solution](#)

178.

1293A

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

Quality: 16,151 global accepts · Rating: 1100 · first AC: 2020-01-19 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: binary search, brute force, implementation

[gyh20's solution](#)

179.

1916C

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

Quality: 19,881 global accepts · Rating: 1200 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math

[gyh20's solution](#)

180.

1859C

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

Quality: 18,654 global accepts · Rating: 1200 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math

[gyh20's solution](#)

181.

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings

[gyh20's solution](#)

182.

1738B

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

Quality: 18,791 global accepts · Rating: 1200 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[gyh20's solution](#)

183.

1734C

[Removing Smallest Multiples](#) · [Tutorial](#)

Quality: 28,626 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gyh20's solution](#)

184.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,788 global accepts · Rating: 1200 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[gyh20's solution](#)

185.

1656C

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

Quality: 21,005 global accepts · Rating: 1200 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory, sortings

[gyh20's solution](#)

186.

1641A

[Great Sequence](#) · [Tutorial](#)

Quality: 18,983 global accepts · Rating: 1200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings

[gyh20's solution](#)

187.

1637C

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

Quality: 18,744 global accepts · Rating: 1200 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[gyh20's solution](#)

188.

1608B

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

Quality: 12,486 global accepts · Rating: 1200 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gyh20's solution](#)

189.

1578E

[Easy Scheduling](#) · [Tutorial](#)

Quality: 4,134 global accepts · Rating: 1200 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[gyh20's solution](#)

190.

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy
[gyh20's solution](#)

191.

1546B

[AquaMoon and Stolen String](#) · [Tutorial](#)

Quality: 13,953 global accepts · Rating: 1200 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: interactive, math
[gyh20's solution](#)

192.

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-10 · last AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: geometry, greedy, math, sortings
[gyh20's solution](#)

193.

1517B

[Morning Jogging](#) · [Tutorial](#)

Quality: 13,834 global accepts · Rating: 1200 · first AC: 2021-04-23 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings
[gyh20's solution](#)

194.

1497C1

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

Quality: 29,223 global accepts · Rating: 1200 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: constructive algorithms, math
[gyh20's solution](#)

195.

875A

[Classroom Watch](#) · [Tutorial](#)

Quality: 10,258 global accepts · Rating: 1200 · first AC: 2021-03-08 · GNU C++11 (first AC) · Tags: brute force, math
[gyh20's solution](#)

196.

1491B

[Minimal Cost](#) · [Tutorial](#)

Quality: 14,230 global accepts · Rating: 1200 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: brute force, math
[gyh20's solution](#)

197.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,535 global accepts · Rating: 1200 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[gyh20's solution](#)

198.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: graphs, implementation

[gyh20's solution](#)

199.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,459 global accepts · Rating: 1200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[gyh20's solution](#)

200.

1385C

[Make It Good](#) · [Tutorial](#)

Quality: 28,915 global accepts · Rating: 1200 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: greedy

[gyh20's solution](#)

201.

1375B

[Neighbor Grid](#) · [Tutorial](#)

Quality: 17,850 global accepts · Rating: 1200 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

202.

1355B

[Young Explorers](#) · [Tutorial](#)

Quality: 27,372 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[gyh20's solution](#)

203.

1355A

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

Quality: 28,801 global accepts · Rating: 1200 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[gyh20's solution](#)

204.

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

[gyh20's solution](#)

205.

1334A

[Level Statistics](#) · [Tutorial](#)

Quality: 24,366 global accepts · Rating: 1200 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math

[gyh20's solution](#)

206.

1327B

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

Quality: 19,492 global accepts · Rating: 1200 · first AC: 2020-03-23 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[gyh20's solution](#)

207.

1305B

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

Quality: 12,441 global accepts · Rating: 1200 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, strings, two pointers

[gyh20's solution](#)

208.

1311B

[WeirdSort](#) · [Tutorial](#)

Quality: 20,034 global accepts · Rating: 1200 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: dfs and similar, sortings

[gyh20's solution](#)

209.

1270B

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

Quality: 17,374 global accepts · Rating: 1200 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[gyh20's solution](#)

210.

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
[gyh20's solution](#)

211.

2152B

[Catching the Krug](#) · [Tutorial](#)

Quality: 12,852 global accepts · Rating: 1300 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: games
[gyh20's solution](#)

212.

1943A

[MEX Game 1](#) · [Tutorial](#)

Quality: 21,473 global accepts · Rating: 1300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy
[gyh20's solution](#)

213.

1902C

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

Quality: 16,974 global accepts · Rating: 1300 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory
[gyh20's solution](#)

214.

1851D

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

Quality: 17,308 global accepts · Rating: 1300 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: implementation, math
[gyh20's solution](#)

215.

1850F

[We Were Both Children](#) · [Tutorial](#)

Quality: 24,583 global accepts · Rating: 1300 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: brute force, implementation, math, number theory
[gyh20's solution](#)

216.

1844C

[Particles](#) · [Tutorial](#)

Quality: 17,861 global accepts · Rating: 1300 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, implementation, math
[gyh20's solution](#)

217.

1815A

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

Quality: 15,973 global accepts · Rating: 1300 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math
[gyh20's solution](#)

218.

1810C

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

Quality: 16,550 global accepts · Rating: 1300 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, sortings
[gyh20's solution](#)

219.

1775B

[Gardener and the Array](#) · [Tutorial](#)

Quality: 20,734 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[gyh20's solution](#)

220.

1753A1

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

Quality: 16,451 global accepts · Rating: 1300 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy
[gyh20's solution](#)

221.

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[gyh20's solution](#)

222.

1726C

[Jatayu's Balanced Bracket Sequence](#) · [Tutorial](#)

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, graphs, greedy
[gyh20's solution](#)

223.

1717C

[Madoka and Formal Statement](#) · [Tutorial](#)

Quality: 15,899 global accepts · Rating: 1300 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

224.

1693A

[Directional Increase](#) · [Tutorial](#)

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

225.

1667A

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

Quality: 15,684 global accepts · Rating: 1300 · first AC: 2022-04-19 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math
[gyh20's solution](#)

226.

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-24 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, greedy, math
[gyh20's solution](#)

227.

1603A

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

Quality: 17,824 global accepts · Rating: 1300 · first AC: 2021-10-30 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory
[gyh20's solution](#)

228.

1601A

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

Quality: 21,087 global accepts · Rating: 1300 · first AC: 2021-10-25 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, number theory
[gyh20's solution](#)

229.

1556B

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

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[gyh20's solution](#)

230.

1558A

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

Quality: 11,495 global accepts · Rating: 1300 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[gyh20's solution](#)

231.

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-22 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, hashing, implementation, strings

[gyh20's solution](#)

232.

1534C

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

Quality: 13,807 global accepts · Rating: 1300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, dsu, graphs, math

[gyh20's solution](#)

233.

1498B

[Box Fitting](#) · [Tutorial](#)

Quality: 23,344 global accepts · Rating: 1300 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: binary search, bitmasks, data structures, greedy

[gyh20's solution](#)

234.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: dp, greedy, strings

[gyh20's solution](#)

235.

1424G

[Years](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 1300 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings

[gyh20's solution](#)

236.

1237B

[Balanced Tunnel](#) · [Tutorial](#)

Quality: 22,772 global accepts · Rating: 1300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers

[gyh20's solution](#)

237.

230B

[T-primes](#) · [Tutorial](#)

Quality: 95,814 global accepts · Rating: 1300 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: binary search, implementation, math, number theory

[gyh20's solution](#)

238.

1381A1

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

Quality: 21,721 global accepts · Rating: 1300 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, strings

[gyh20's solution](#)

239.

1373C

[Pluses and Minuses](#) · [Tutorial](#)

Quality: 19,372 global accepts · Rating: 1300 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: math

[gyh20's solution](#)

240.

670C

[Cinema](#) · [Tutorial](#)

Quality: 9,999 global accepts · Rating: 1300 · first AC: 2020-05-09 · GNU C++11 (first AC) · Tags: implementation, sortings
[gyh20's solution](#)

241.

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2020-04-19 · last AC: 2020-04-19 · GNU C++11 (first AC) · Tags: *special, brute force
[gyh20's solution](#)

242.

1326C

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

Quality: 16,400 global accepts · Rating: 1300 · first AC: 2020-03-19 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, greedy, math
[gyh20's solution](#)

243.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2020-03-07 · last AC: 2020-03-11 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[gyh20's solution](#)

244.

1311C

[Perform the Combo](#) · [Tutorial](#)

Quality: 16,823 global accepts · Rating: 1300 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force
[gyh20's solution](#)

245.

1291B

[Array Sharpening](#) · [Tutorial](#)

Quality: 15,359 global accepts · Rating: 1300 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation
[gyh20's solution](#)

246.

1271C

[Shawarma Tent](#) · [Tutorial](#)

Quality: 11,120 global accepts · Rating: 1300 · first AC: 2019-12-15 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: brute force, geometry, greedy, implementation
[gyh20's solution](#)

247.

1285B

[Just Eat It!](#) · [Tutorial](#)

Quality: 30,825 global accepts · Rating: 1300 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: dp, greedy, implementation
[gyh20's solution](#)

248.

2152C

[Triple Removal](#) · [Tutorial](#)

Quality: 12,215 global accepts · Rating: 1400 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy, math
[gyh20's solution](#)

249.

1929C

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

Quality: 17,284 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math
[gyh20's solution](#)

250.

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

251.

1844D

[Row Major](#) · [Tutorial](#)

Quality: 13,838 global accepts · Rating: 1400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory, strings

[gyh20's solution](#)

252.

1824A

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

Quality: 12,524 global accepts · Rating: 1400 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[gyh20's solution](#)

253.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy

[gyh20's solution](#)

254.

1750C

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

Quality: 10,479 global accepts · Rating: 1400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gyh20's solution](#)

255.

1749C

[Number Game](#) · [Tutorial](#)

Quality: 15,729 global accepts · Rating: 1400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, games, greedy, implementation

[gyh20's solution](#)

256.

1728C

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

Quality: 17,879 global accepts · Rating: 1400 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[gyh20's solution](#)

257.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation, sortings

[gyh20's solution](#)

258.

1648A

[Weird Sum](#) · [Tutorial](#)

Quality: 18,761 global accepts · Rating: 1400 · first AC: 2022-03-06 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, geometry, math, matrices, sortings

[gyh20's solution](#)

259.

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-01-22 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers

[gyh20's solution](#)

260.

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

[gyh20's solution](#)

261.

1548A

[Web of Lies](#) · [Tutorial](#)

Quality: 17,732 global accepts · Rating: 1400 · first AC: 2021-08-01 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, graphs, greedy

[gyh20's solution](#)

262.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,986 global accepts · Rating: 1400 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[gyh20's solution](#)

263.

1494B

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

Quality: 15,317 global accepts · Rating: 1400 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation

[gyh20's solution](#)

264.

1515C

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

Quality: 18,750 global accepts · Rating: 1400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[gyh20's solution](#)

265.

1517C

[Fillomino 2](#) · [Tutorial](#)

Quality: 14,170 global accepts · Rating: 1400 · first AC: 2021-04-23 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, implementation

[gyh20's solution](#)

266.

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,485 global accepts · Rating: 1400 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: data structures, implementation

[gyh20's solution](#)

267.

1415C

[Bouncing Ball](#) · [Tutorial](#)

Quality: 11,733 global accepts · Rating: 1400 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[gyh20's solution](#)

268.

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-10 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings

[gyh20's solution](#)

269.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,454 global accepts · Rating: 1400 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[gyh20's solution](#)

270.

888C

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

Quality: 8,980 global accepts · Rating: 1400 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: binary search, implementation, two pointers
[gyh20's solution](#)

271.

1375C

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

Quality: 22,949 global accepts · Rating: 1400 · first AC: 2020-07-10 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[gyh20's solution](#)

272.

1355D

[Game With Array](#) · [Tutorial](#)

Quality: 19,056 global accepts · Rating: 1400 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

273.

1332B

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

Quality: 18,953 global accepts · Rating: 1400 · first AC: 2020-03-31 · last AC: 2020-04-02 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, math, number theory

[gyh20's solution](#)

274.

1303B

[National Project](#) · [Tutorial](#)

Quality: 16,805 global accepts · Rating: 1400 · first AC: 2020-02-12 · last AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: math

[gyh20's solution](#)

275.

1292A

[NEKO's Maze Game](#) · [Tutorial](#)

Quality: 13,871 global accepts · Rating: 1400 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: data structures, dsu, implementation

[gyh20's solution](#)

276.

1293C

[NEKO's Maze Game](#) · [Tutorial](#)

Rating: 1400 · first AC: 2020-01-19 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation

[gyh20's solution](#)

277.

1285C

[Fadi and LCM](#) · [Tutorial](#)

Quality: 28,134 global accepts · Rating: 1400 · first AC: 2020-01-10 · GNU C++11 (first AC) · Tags: brute force, math, number theory

[gyh20's solution](#)

278.

1284B

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

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, combinatorics, data structures, dp, implementation, sortings

[gyh20's solution](#)

279.

1270C

[Make Good](#) · [Tutorial](#)

Quality: 15,040 global accepts · Rating: 1400 · first AC: 2019-12-29 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, math

[gyh20's solution](#)

280.

1276A

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

Quality: 12,948 global accepts · Rating: 1400 · first AC: 2019-12-15 · GNU C++11 (first AC) · Tags: dp, greedy

[gyh20's solution](#)

281.

1277C

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

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

[gyh20's solution](#)

282.

1924A

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

Quality: 16,751 global accepts · Rating: 1500 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, shortest paths, strings

[gyh20's solution](#)

283.

1858B

[The Walkway](#) · [Tutorial](#)

Quality: 13,027 global accepts · Rating: 1500 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, dp, greedy, math, number theory

[gyh20's solution](#)

284.

1851E

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

Quality: 13,283 global accepts · Rating: 1500 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: dfs and similar, dp, graphs, sortings

[gyh20's solution](#)

285.

1850G

[The Morning Star](#) · [Tutorial](#)

Quality: 15,474 global accepts · Rating: 1500 · first AC: 2023-07-21 · PyPy 3-64 (first AC) · Tags: combinatorics, data structures, geometry, implementation, math, sortings

[gyh20's solution](#)

286.

630K

[Indivisibility](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gyh20's solution](#)

287.

1646C

[Factorials and Powers of Two](#) · [Tutorial](#)

Quality: 19,511 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, math

[gyh20's solution](#)

288.

1196D1

[RGB Substring \(easy version\)](#) · [Tutorial](#)

Quality: 11,131 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: implementation

[gyh20's solution](#)

289.

1611D

[Weights Assignment For Tree Edges](#) · [Tutorial](#)

Quality: 11,598 global accepts · Rating: 1500 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, trees

[gyh20's solution](#)

290.

960B

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

Quality: 12,392 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[gyh20's solution](#)

291.

50B

[Choosing Symbol Pairs](#) · [Tutorial](#)

Quality: 6,450 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: strings

[gyh20's solution](#)

292.

1419C

[Killjoy](#) · [Tutorial](#)

Quality: 16,301 global accepts · Rating: 1500 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math

[gyh20's solution](#)

293.

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[gyh20's solution](#)

294.

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math

[gyh20's solution](#)

295.

1765N

[Number Reduction](#) · [Tutorial](#)

Quality: 5,980 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: greedy

[gyh20's solution](#)

296.

1753A2

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

Quality: 11,606 global accepts · Rating: 1500 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[gyh20's solution](#)

297.

1738C

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

Quality: 12,773 global accepts · Rating: 1500 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: dp, games, greedy, math

[gyh20's solution](#)

298.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gyh20's solution](#)

299.

1089G

[Guest Student](#) · [Tutorial](#)

Quality: 3,227 global accepts · Rating: 1500 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[gyh20's solution](#)

300.

1616C

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

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301.

1621B

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1553D

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1545A

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1515D

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1516B

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1466D

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1439A1

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317.

1385D

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1338A

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1332C

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1325C

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1313C1

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1304C

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323.

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1287B

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1801A

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1775C

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1707A

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1615C

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1334C

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1916D

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1810D

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1677B

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1621C

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1580A

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1578H

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383.

1561D1

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384.

1528B

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385.

1516C

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386.

1497E1

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387.

1491C

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388.

1468F

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389.

1469D

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390.

1413D

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1406C

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392.

1381A2

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393.

1260C

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394.

1336B

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395.

1333C

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396.

1313B

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Quality: 7,008 global accepts · Rating: 1700 · first AC: 2020-02-23 · last AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[gyh20's solution](#)

397.

1332D

[Walk on Matrix](#) · [Tutorial](#)

Quality: 8,444 global accepts · Rating: 1700 · first AC: 2020-03-31 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[gyh20's solution](#)

398.

1325D

[Ehab the Xorcist](#) · [Tutorial](#)

Quality: 13,589 global accepts · Rating: 1700 · first AC: 2020-03-14 · last AC: 2020-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, number theory

[gyh20's solution](#)

399.

290C

[WTF?](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 1700 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: *special, graph matchings, implementation, trees

[gyh20's solution](#)

400.

1295B

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

Quality: 9,872 global accepts · Rating: 1700 · first AC: 2020-02-03 · GNU C++11 (first AC) · Tags: math, strings

[gyh20's solution](#)

401.

1292B

[Aroma's Search](#) · [Tutorial](#)

Quality: 6,768 global accepts · Rating: 1700 · first AC: 2020-01-21 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, geometry, greedy, implementation

[gyh20's solution](#)

402.

1293D

[Aroma's Search](#) · [Tutorial](#)

Rating: 1700 · first AC: 2020-01-19 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, implementation

[gyh20's solution](#)

403.

1267E

[Elections](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 1700 · first AC: 2019-12-01 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy

[gyh20's solution](#)

404.

1930D1

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

Quality: 4,853 global accepts · Rating: 1800 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, strings

[gyh20's solution](#)

405.

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,198 global accepts · Rating: 1800 · first AC: 2023-12-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[gyh20's solution](#)

406.

1856E1

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

Quality: 6,440 global accepts · Rating: 1800 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[gyh20's solution](#)

407.

1859D

[Andrey and Escape from Capygrad](#) · [Tutorial](#)

Quality: 7,995 global accepts · Rating: 1800 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: binary search, data structures, dp, dsu, greedy, sortings

[gyh20's solution](#)

408.

1851F

[Lisa and the Martians](#) · [Tutorial](#)

Quality: 7,419 global accepts · Rating: 1800 · first AC: 2023-07-25 · PyPy 3-64 (first AC) · Tags: bitmasks, greedy, math, strings, trees

[gyh20's solution](#)

409.

432C

[Prime Swaps](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings

[gyh20's solution](#)

410.

483B

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

Quality: 4,348 global accepts · Rating: 1800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[gyh20's solution](#)

411.

1824B1

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

Quality: 6,007 global accepts · Rating: 1800 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, trees

[gyh20's solution](#)

412.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[gyh20's solution](#)

413.

1775D

[Friendly Spiders](#) · [Tutorial](#)

Quality: 8,471 global accepts · Rating: 1800 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory, shortest paths

[gyh20's solution](#)

414.

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[gyh20's solution](#)

415.

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, two pointers

[gyh20's solution](#)

416.

1728D

[Letter Picking](#) · [Tutorial](#)

Quality: 8,243 global accepts · Rating: 1800 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games, two pointers

[gyh20's solution](#)

417.

1718A1

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

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

[gyh20's solution](#)

418.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs

[gyh20's solution](#)

419.

1666C

[Connect the Points](#) · [Tutorial](#)

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, geometry

[gyh20's solution](#)

420.

1648B

[Integral Array](#) · [Tutorial](#)

Quality: 7,260 global accepts · Rating: 1800 · first AC: 2022-03-06 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, data structures, math

[gyh20's solution](#)

421.

1637D

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

Quality: 8,921 global accepts · Rating: 1800 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[gyh20's solution](#)

422.

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2021-09-18 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[gyh20's solution](#)

423.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,588 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[gyh20's solution](#)

424.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation

[gyh20's solution](#)

425.

1548B

[Integers Have Friends](#) · [Tutorial](#)

Quality: 11,348 global accepts · Rating: 1800 · first AC: 2021-08-01 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, math, number theory, two pointers

[gyh20's solution](#)

426.

1534D

[Lost Tree](#) · [Tutorial](#)

Quality: 6,810 global accepts · Rating: 1800 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, interactive, trees

[gyh20's solution](#)

427.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[gyh20's solution](#)

428.

1402A

[Fancy Fence](#) · [Tutorial](#)

Quality: 1,354 global accepts · Rating: 1800 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: *special, data structures, dsu, implementation, math, sortings

[gyh20's solution](#)

429.

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,240 global accepts · Rating: 1800 · first AC: 2021-04-23 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[gyh20's solution](#)

430.

1038D

[Slime](#) · [Tutorial](#)

Quality: 8,862 global accepts · Rating: 1800 · first AC: 2021-04-24 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, implementation

[gyh20's solution](#)

431.

1491D

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

Quality: 8,285 global accepts · Rating: 1800 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, math

[gyh20's solution](#)

432.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[gyh20's solution](#)

433.

1468J

[Road Reform](#) · [Tutorial](#)

Quality: 5,903 global accepts · Rating: 1800 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy

[gyh20's solution](#)

434.

1450D

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

Quality: 5,805 global accepts · Rating: 1800 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, implementation, two pointers

[gyh20's solution](#)

435.

1442B

[Identify the Operations](#) · [Tutorial](#)

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: combinatorics, data structures, dsu, greedy, implementation

[gyh20's solution](#)

436.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[gyh20's solution](#)

437.

1398D

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

Quality: 12,541 global accepts · Rating: 1800 · first AC: 2020-08-14 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[gyh20's solution](#)

438.

888E

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

Quality: 9,200 global accepts · Rating: 1800 · first AC: 2020-09-22 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[gyh20's solution](#)

439.

1396B

[Stoned Game](#) · [Tutorial](#)

Quality: 12,930 global accepts · Rating: 1800 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, games, greedy

[gyh20's solution](#)

440.

245H

[Queries for Number of Palindromes](#) · [Tutorial](#)

Quality: 9,058 global accepts · Rating: 1800 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: dp, hashing, strings

[gyh20's solution](#)

441.

1381B

[Unmerge](#) · [Tutorial](#)

Quality: 9,564 global accepts · Rating: 1800 · first AC: 2020-07-21 · C++17 (GCC 7-32) (first AC) · Tags: dp

[gyh20's solution](#)

442.

1355C

[Count Triangles](#) · [Tutorial](#)

Quality: 11,948 global accepts · Rating: 1800 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, implementation, math, two

pointers

[gyh20's solution](#)

443.

478C

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

Quality: 20,590 global accepts · Rating: 1800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: greedy

[gyh20's solution](#)

444.

603B

[Modular Arithmetic](#) · [Tutorial](#)

Quality: 2,710 global accepts · Rating: 1800 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dsu, math, number theory

[gyh20's solution](#)

445.

1338B

[Edge Weight Assignment](#) · [Tutorial](#)

Quality: 9,521 global accepts · Rating: 1800 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[gyh20's solution](#)

446.

1334D

[Minimum Euler Cycle](#) · [Tutorial](#)

Quality: 7,723 global accepts · Rating: 1800 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[gyh20's solution](#)

447.

1327E

[Count The Blocks](#) · [Tutorial](#)

Quality: 9,599 global accepts · Rating: 1800 · first AC: 2020-03-23 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

448.

280B

[Maximum Xor Secondary](#) · [Tutorial](#)

Quality: 5,251 global accepts · Rating: 1800 · first AC: 2020-02-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, two pointers

[gyh20's solution](#)

449.

65A

[Harry Potter and Three Spells](#) · [Tutorial](#)

Quality: 2,014 global accepts · Rating: 1800 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: implementation, math

[gyh20's solution](#)

450.

1304D

[Shortest and Longest LIS](#) · [Tutorial](#)

Quality: 6,682 global accepts · Rating: 1800 · first AC: 2020-02-15 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, two pointers

[gyh20's solution](#)

451.

1299B

[Aerodynamic](#) · [Tutorial](#)

Quality: 5,611 global accepts · Rating: 1800 · first AC: 2020-02-09 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: geometry

[gyh20's solution](#)

452.

1290B

[Irreducible Anagrams](#) · [Tutorial](#)

Quality: 7,154 global accepts · Rating: 1800 · first AC: 2020-02-05 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[gyh20's solution](#)

453.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,214 global accepts · Rating: 1800 · first AC: 2020-01-29 · last AC: 2020-02-03 · GNU C++11 (first AC) · Tags: math, number theory

[gyh20's solution](#)

454.

1291D

[Irreducible Anagrams](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-02-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[gyh20's solution](#)

455.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[gyh20's solution](#)

456.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-07 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[gyh20's solution](#)

457.

1287D

[Numbers on Tree](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, trees

[gyh20's solution](#)

458.

1287C

[Garland](#) · [Tutorial](#)

Rating: 1800 · first AC: 2020-01-05 · GNU C++11 (first AC) · Tags: dp, greedy, sortings

[gyh20's solution](#)

459.

1267L

[Lexicography](#) · [Tutorial](#)

Quality: 3,357 global accepts · Rating: 1800 · first AC: 2019-12-01 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: constructive algorithms, strings

[gyh20's solution](#)

460.

1267J

[Just Arrange the Icons](#) · [Tutorial](#)

Quality: 3,057 global accepts · Rating: 1800 · first AC: 2019-12-01 · last AC: 2019-12-15 · GNU C++11 (first AC) · Tags: greedy, implementation, math

[gyh20's solution](#)

461.

1929D

[Sasha and a Walk in the City](#) · [Tutorial](#)

Quality: 5,757 global accepts · Rating: 1900 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, trees

[gyh20's solution](#)

462.

1902E

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

Quality: 5,617 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings, trees

[gyh20's solution](#)

463.

1902D

[Robot Queries](#) · [Tutorial](#)

Quality: 5,323 global accepts · Rating: 1900 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, implementation

[gyh20's solution](#)

464.

67D

[Optical Experiment](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 1900 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[gyh20's solution](#)

465.

1801C

[Music Festival](#) · [Tutorial](#)

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

[gyh20's solution](#)

466.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[gyh20's solution](#)

467.

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory

[gyh20's solution](#)

468.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[gyh20's solution](#)

469.

1738D

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

Quality: 3,746 global accepts · Rating: 1900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, graphs, trees

[gyh20's solution](#)

470.

1717D

[Madoka and The Corruption Scheme](#) · [Tutorial](#)

Quality: 4,863 global accepts · Rating: 1900 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, greedy, math

[gyh20's solution](#)

471.

1718A2

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

Quality: 5,911 global accepts · Rating: 1900 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy

[gyh20's solution](#)

472.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive

algorithms, hashing, implementation, math

[gyh20's solution](#)

473.

1707B

[Difference Array](#) · [Tutorial](#)

Quality: 6,401 global accepts · Rating: 1900 · first AC: 2022-07-16 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation, sortings

[gyh20's solution](#)

474.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[gyh20's solution](#)

475.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gyh20's solution](#)

476.

1089F

[Fractions](#) · [Tutorial](#)

Quality: 2,150 global accepts · Rating: 1900 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math

[gyh20's solution](#)

477.

1383B

[GameGame](#) · [Tutorial](#)

Quality: 5,441 global accepts · Rating: 1900 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, games, greedy, math

[gyh20's solution](#)

478.

1656D

[K-good](#) · [Tutorial](#)

Quality: 7,558 global accepts · Rating: 1900 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math, number theory

[gyh20's solution](#)

479.

1648C

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

Quality: 3,340 global accepts · Rating: 1900 · first AC: 2022-03-06 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation

[gyh20's solution](#)

480.

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2022-01-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[gyh20's solution](#)

481.

1601B

[Frog Traveler](#) · [Tutorial](#)

Quality: 5,502 global accepts · Rating: 1900 · first AC: 2021-10-25 · last AC: 2021-10-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, graphs, shortest paths, two pointers

[gyh20's solution](#)

482.

1558B

[Up the Strip](#) · [Tutorial](#)

Quality: 5,271 global accepts · Rating: 1900 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory, two pointers

[gyh20's solution](#)

483.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-16 · last AC: 2021-07-16 · GNU C++11 (first AC) · Tags: combinatorics, math

[gyh20's solution](#)

484.

292D

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

Quality: 2,770 global accepts · Rating: 1900 · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu

[gyh20's solution](#)

485.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, interactive

[gyh20's solution](#)

486.

1494C

[1D Sokoban](#) · [Tutorial](#)

Quality: 5,728 global accepts · Rating: 1900 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, implementation, two pointers

[gyh20's solution](#)

487.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · last AC: 2021-06-06 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[gyh20's solution](#)

488.

1439A2

[Binary Table \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[gyh20's solution](#)

489.

1444B

[Divide and Sum](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1900 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: combinatorics, math, sortings

[gyh20's solution](#)

490.

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

[gyh20's solution](#)

491.

1428D

[Bouncing Boomerangs](#) · [Tutorial](#)

Quality: 4,723 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[gyh20's solution](#)

492.

1424B

[Valuable Paper](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-10-05 · C++17 (GCC 7-32) (first AC) · Tags: binary search, flows, graph matchings

[gyh20's solution](#)

493.

1161B

[Chladni Figure](#) · [Tutorial](#)

Rating: 1900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: hashing, implementation, strings

[gyh20's solution](#)

494.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,185 global accepts · Rating: 1900 · first AC: 2020-09-10 · GNU C++11 (first AC) · Tags: dfs and similar, dp, games, trees

[gyh20's solution](#)

495.

1081E

[Missing Numbers](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 1900 · first AC: 2020-08-31 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, greedy, math, number theory

[gyh20's solution](#)

496.

1375D

[Replace by MEX](#) · [Tutorial](#)

Quality: 10,142 global accepts · Rating: 1900 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, sortings

[gyh20's solution](#)

497.

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2020-02-23 · last AC: 2020-04-04 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[gyh20's solution](#)

498.

1305D

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

Quality: 5,364 global accepts · Rating: 1900 · first AC: 2020-03-03 · last AC: 2020-03-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[gyh20's solution](#)

499.

1311F

[Moving Points](#) · [Tutorial](#)

Quality: 4,842 global accepts · Rating: 1900 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, implementation, sortings

[gyh20's solution](#)

500.

1303D

[Fill The Bag](#) · [Tutorial](#)

Quality: 7,706 global accepts · Rating: 1900 · first AC: 2020-02-12 · last AC: 2020-02-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy

[gyh20's solution](#)

501.

1285D

[Dr. Evil Underscores](#) · [Tutorial](#)

Quality: 8,611 global accepts · Rating: 1900 · first AC: 2020-01-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dfs and similar, divide and conquer, dp, greedy, strings, trees

[gyh20's solution](#)

502.

409F

[000001](#) · [Tutorial](#)

Quality: 2,173 global accepts · Rating: 1900 · first AC: 2019-12-14 · GNU C++11 (first AC) · Tags: *special
[gyh20's solution](#)

503.

1943B

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

Quality: 4,540 global accepts · Rating: 2000 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: hashing, implementation, math, strings
[gyh20's solution](#)

504.

514D

[R2D2 and Droid Army](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 2000 · first AC: 2023-06-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, two pointers
[gyh20's solution](#)

505.

689E

[Mike and Geometry Problem](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, geometry, implementation
[gyh20's solution](#)

506.

1256F

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

Quality: 3,622 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings, strings
[gyh20's solution](#)

507.

1301D

[Time to Run](#) · [Tutorial](#)

Quality: 4,236 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, implementation
[gyh20's solution](#)

508.

710E

[Generate a String](#) · [Tutorial](#)

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp
[gyh20's solution](#)

509.

864E

[Fire](#) · [Tutorial](#)

Quality: 4,689 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings
[gyh20's solution](#)

510.

1674E

[Breaking the Wall](#) · [Tutorial](#)

Quality: 7,304 global accepts · Rating: 2000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math
[gyh20's solution](#)

511.

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers
[gyh20's solution](#)

512.

1815B

[Sum Graph](#) · [Tutorial](#)

Quality: 3,600 global accepts · Rating: 2000 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, implementation, interactive, shortest paths, trees

[gyh20's solution](#)

513.

18E

[Flag 2](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2000 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gyh20's solution](#)

514.

958C2

[Encryption \(medium\)](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gyh20's solution](#)

515.

609D

[Gadgets for dollars and pounds](#) · [Tutorial](#)

Quality: 3,163 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, two pointers

[gyh20's solution](#)

516.

1183G

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

Quality: 2,665 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings

[gyh20's solution](#)

517.

388C

[Fox and Card Game](#) · [Tutorial](#)

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy, sortings

[gyh20's solution](#)

518.

891B

[Gluttony](#) · [Tutorial](#)

Quality: 3,241 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

519.

128D

[Numbers](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[gyh20's solution](#)

520.

164B

[Ancient Berland Hieroglyphs](#) · [Tutorial](#)

Quality: 529 global accepts · Rating: 2000 · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: two pointers

[gyh20's solution](#)

521.

18D

[Seller Bob](#) · [Tutorial](#)

Quality: 1,290 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy

[gyh20's solution](#)

522.

615C

[Running Track](#) · [Tutorial](#)

Quality: 2,464 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, strings, trees

[gyh20's solution](#)

523.

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[gyh20's solution](#)

524.

1804D

[Accommodation](#) · [Tutorial](#)

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

[gyh20's solution](#)

525.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[gyh20's solution](#)

526.

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

[gyh20's solution](#)

527.

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

[gyh20's solution](#)

528.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

529.

1753C

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

Quality: 5,280 global accepts · Rating: 2000 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, probabilities

[gyh20's solution](#)

530.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[gyh20's solution](#)

531.

1718B

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

Quality: 3,466 global accepts · Rating: 2000 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, math, number theory

[gyh20's solution](#)

532.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,907 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[gyh20's solution](#)

533.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-26 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, sortings, strings

[gyh20's solution](#)

534.

1672F1

[Array Shuffling](#) · [Tutorial](#)

Quality: 3,539 global accepts · Rating: 2000 · first AC: 2022-04-23 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[gyh20's solution](#)

535.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[gyh20's solution](#)

536.

1641B

[Repetitions Decoding](#) · [Tutorial](#)

Quality: 4,064 global accepts · Rating: 2000 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation, sortings

[gyh20's solution](#)

537.

1616D

[Keep the Average High](#) · [Tutorial](#)

Quality: 5,566 global accepts · Rating: 2000 · first AC: 2021-12-29 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math

[gyh20's solution](#)

538.

1610D

[Not Quite Lee](#) · [Tutorial](#)

Quality: 3,039 global accepts · Rating: 2000 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[gyh20's solution](#)

539.

1566E

[Buds Re-hanging](#) · [Tutorial](#)

Quality: 4,446 global accepts · Rating: 2000 · first AC: 2021-09-12 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[gyh20's solution](#)

540.

1558C

[Bottom-Tier Reversals](#) · [Tutorial](#)

Quality: 3,714 global accepts · Rating: 2000 · first AC: 2021-08-24 · last AC: 2021-08-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

541.

1427D

[Unshuffling a Deck](#) · [Tutorial](#)

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[gyh20's solution](#)

542.

1427C

[The Hard Work of Paparazzi](#) · [Tutorial](#)

Quality: 6,070 global accepts · Rating: 2000 · first AC: 2020-10-10 · last AC: 2020-10-16 · GNU C++11 (first AC) · Tags: dp
[gyh20's solution](#)

543.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,673 global accepts · Rating: 2000 · first AC: 2020-10-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers
[gyh20's solution](#)

544.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,055 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees
[gyh20's solution](#)

545.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,684 global accepts · Rating: 2000 · first AC: 2020-09-27 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[gyh20's solution](#)

546.

1161C

[Thanos Nim](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: games
[gyh20's solution](#)

547.

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2020-09-21 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math
[gyh20's solution](#)

548.

1385E

[Directing Edges](#) · [Tutorial](#)

Quality: 9,036 global accepts · Rating: 2000 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[gyh20's solution](#)

549.

656E

[Out of Controls](#) · [Tutorial](#)

Quality: 767 global accepts · Rating: 2000 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: *special
[gyh20's solution](#)

550.

1311D

[Three Integers](#) · [Tutorial](#)

Quality: 9,904 global accepts · Rating: 2000 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, math
[gyh20's solution](#)

551.

1304E

[1-Trees and Queries](#) · [Tutorial](#)

Quality: 5,877 global accepts · Rating: 2000 · first AC: 2020-02-15 · last AC: 2020-02-17 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, shortest paths, trees
[gyh20's solution](#)

552.

2152E

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

Quality: 2,778 global accepts · Rating: 2100 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, math

[gyh20's solution](#)

553.

1930D2

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

Quality: 3,051 global accepts · Rating: 2100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp, dsu, greedy, implementation, strings

[gyh20's solution](#)

554.

1924B

[Space Harbour](#) · [Tutorial](#)

Quality: 3,284 global accepts · Rating: 2100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, math, sortings

[gyh20's solution](#)

555.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,788 global accepts · Rating: 2100 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, interactive

[gyh20's solution](#)

556.

238C

[World Eater Brothers](#) · [Tutorial](#)

Quality: 1,366 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, greedy, trees

[gyh20's solution](#)

557.

496E

[Distributing Parts](#) · [Tutorial](#)

Quality: 1,759 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gyh20's solution](#)

558.

1202C

[You Are Given a WASD-string...](#) · [Tutorial](#)

Quality: 2,769 global accepts · Rating: 2100 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, implementation, math, strings

[gyh20's solution](#)

559.

587B

[Duff in Beach](#) · [Tutorial](#)

Quality: 1,496 global accepts · Rating: 2100 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: dp

[gyh20's solution](#)

560.

1810E

[Monsters](#) · [Tutorial](#)

Quality: 3,906 global accepts · Rating: 2100 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, graphs, greedy

[gyh20's solution](#)

561.

1801D

[The way home](#) · [Tutorial](#)

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

[gyh20's solution](#)

562.

1775E

[The Human Equation](#) · [Tutorial](#)

Quality: 3,859 global accepts · Rating: 2100 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation
[gyh20's solution](#)

563.

1734E

[Rectangular Congruence](#) · [Tutorial](#)

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, number theory
[gyh20's solution](#)

564.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math
[gyh20's solution](#)

565.

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,592 global accepts · Rating: 2100 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory
[gyh20's solution](#)

566.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,627 global accepts · Rating: 2100 · first AC: 2022-05-19 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers
[gyh20's solution](#)

567.

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-13 · last AC: 2022-05-19 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees
[gyh20's solution](#)

568.

1667B

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

Quality: 4,320 global accepts · Rating: 2100 · first AC: 2022-04-19 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[gyh20's solution](#)

569.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math
[gyh20's solution](#)

570.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, math, number theory, trees
[gyh20's solution](#)

571.

1637E

[Best Pair](#) · [Tutorial](#)

Quality: 3,795 global accepts · Rating: 2100 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, implementation
[gyh20's solution](#)

572.

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-01-22 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[gyh20's solution](#)

573.

1621D

[The Winter Hike](#) · [Tutorial](#)

Quality: 4,390 global accepts · Rating: 2100 · first AC: 2022-01-03 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gyh20's solution](#)

574.

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2021-07-22 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[gyh20's solution](#)

575.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp

[gyh20's solution](#)

576.

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,171 global accepts · Rating: 2100 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers

[gyh20's solution](#)

577.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-04-03 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[gyh20's solution](#)

578.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: dp, math, number theory

[gyh20's solution](#)

579.

1466F

[Euclid's nightmare](#) · [Tutorial](#)

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2021-01-17 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings

[gyh20's solution](#)

580.

1265E

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

Quality: 4,521 global accepts · Rating: 2100 · first AC: 2020-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, math, probabilities

[gyh20's solution](#)

581.

1450C1

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

Quality: 5,915 global accepts · Rating: 2100 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

582.

1413E

[Solo mid Oracle](#) · [Tutorial](#)

Quality: 2,181 global accepts · Rating: 2100 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: greedy, math, ternary search
[gyh20's solution](#)

583.

1434C

[Solo mid Oracle](#) · [Tutorial](#)

Rating: 2100 · first AC: 2020-10-25 · GNU C++11 (first AC) · Tags: binary search, greedy, math, ternary search
[gyh20's solution](#)

584.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math
[gyh20's solution](#)

585.

1355E

[Restorer Distance](#) · [Tutorial](#)

Quality: 5,834 global accepts · Rating: 2100 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: binary search, greedy, math, sortings, ternary search
[gyh20's solution](#)

586.

1333D

[Challenges in school ! 41](#) [Tutorial](#)

Quality: 4,130 global accepts · Rating: 2100 · first AC: 2020-04-08 · last AC: 2020-04-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, games, graphs, greedy, implementation, sortings
[gyh20's solution](#)

587.

1332E

[Height All the Same](#) · [Tutorial](#)

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2020-03-31 · last AC: 2020-04-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices
[gyh20's solution](#)

588.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · last AC: 2020-03-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[gyh20's solution](#)

589.

1271E

[Common Number](#) · [Tutorial](#)

Quality: 3,712 global accepts · Rating: 2100 · first AC: 2019-12-15 · last AC: 2020-01-21 · GNU C++11 (first AC) · Tags: binary search, combinatorics, dp, math
[gyh20's solution](#)

590.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · last AC: 2020-01-05 · GNU C++11 (first AC) · Tags: binary search, data structures, hashing, sortings
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591.

1858D

[Trees and Segments](#) · [Tutorial](#)

Quality: 3,197 global accepts · Rating: 2200 · first AC: 2023-08-15 · PyPy 3-64 (first AC) · Tags: brute force, data structures, dp, greedy, two pointers
[gyh20's solution](#)

592.

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp
[gyh20's solution](#)

593.

731E

[Funny Game](#) · [Tutorial](#)

Quality: 1,881 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, games
[gyh20's solution](#)

594.

802G2

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

Quality: 552 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[gyh20's solution](#)

595.

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,494 global accepts · Rating: 2200 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[gyh20's solution](#)

596.

1110D

[Jongmah](#) · [Tutorial](#)

Quality: 3,997 global accepts · Rating: 2200 · first AC: 2023-06-02 · C++14 (GCC 6-32) (first AC) · Tags: dp
[gyh20's solution](#)

597.

1815C

[Between](#) · [Tutorial](#)

Quality: 2,355 global accepts · Rating: 2200 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy
[gyh20's solution](#)

598.

1808E1

[Minibuses on Venus \(easy version\)](#) · [Tutorial](#)

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp
[gyh20's solution](#)

599.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation
[gyh20's solution](#)

600.

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, math, number theory
[gyh20's solution](#)

601.

1763D

[Valid Bitonic Permutations](#) · [Tutorial](#)

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory
[gyh20's solution](#)

602.

1765F

[Chemistry Lab](#) · [Tutorial](#)

Quality: 761 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry, probabilities

[gyh20's solution](#)

603.

1765H

[Hospital Queue](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2200 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, greedy, implementation

[gyh20's solution](#)

604.

1717E

[Madoka and The Best University](#) · [Tutorial](#)

Quality: 3,403 global accepts · Rating: 2200 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: math, number theory

[gyh20's solution](#)

605.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[gyh20's solution](#)

606.

1695D1

[Tree Queries \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[gyh20's solution](#)

607.

1672E

[notepad.exe](#) · [Tutorial](#)

Quality: 2,517 global accepts · Rating: 2200 · first AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, interactive

[gyh20's solution](#)

608.

1089A

[Alice the Fan](#) · [Tutorial](#)

Quality: 1,273 global accepts · Rating: 2200 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

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609.

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[gyh20's solution](#)

610.

1666I

[Interactive Treasure Hunt](#) · [Tutorial](#)

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[gyh20's solution](#)

611.

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[gyh20's solution](#)

612.

1641C

[Anonymity Is Important](#) · [Tutorial](#)

Quality: 2,843 global accepts · Rating: 2200 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[gyh20's solution](#)

613.

1616E

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Quality: 2,716 global accepts · Rating: 2200 · first AC: 2021-12-29 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, strings

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614.

1615D

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Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-24 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[gyh20's solution](#)

615.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2021-12-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math, sortings

[gyh20's solution](#)

616.

1580C

[Train Maintenance](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2200 · first AC: 2021-09-30 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, implementation

[gyh20's solution](#)

617.

1556E

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Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[gyh20's solution](#)

618.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[gyh20's solution](#)

619.

1515E

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Quality: 4,476 global accepts · Rating: 2200 · first AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math

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620.

1503C

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Quality: 3,846 global accepts · Rating: 2200 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dp, greedy, shortest paths, sortings, two pointers

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621.

1498D

[Bananas in a Microwave](#) · [Tutorial](#)

Quality: 2,501 global accepts · Rating: 2200 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, implementation

[gyh20's solution](#)

622.

1498E

[Two Houses](#) · [Tutorial](#)

Quality: 2,124 global accepts · Rating: 2200 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: brute force, graphs, greedy, interactive, sortings

[gyh20's solution](#)

623.

1477C

[Nezzar and Nice Beatmap](#) · [Tutorial](#)

Quality: 2,587 global accepts · Rating: 2200 · first AC: 2021-01-28 · GNU C++11 (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[gyh20's solution](#)

624.

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[gyh20's solution](#)

625.

1468H

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Quality: 1,996 global accepts · Rating: 2200 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[gyh20's solution](#)

626.

1468A

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Quality: 1,946 global accepts · Rating: 2200 · first AC: 2021-01-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[gyh20's solution](#)

627.

1415E

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Quality: 3,002 global accepts · Rating: 2200 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

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628.

425B

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Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-12-01 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: bitmasks, greedy

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629.

559C

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Quality: 8,095 global accepts · Rating: 2200 · first AC: 2020-10-28 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

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630.

1333F

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Quality: 4,573 global accepts · Rating: 2200 · first AC: 2020-04-08 · last AC: 2020-10-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[gyh20's solution](#)

631.

1428E

[Carrots for Rabbits](#) · [Tutorial](#)

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[gyh20's solution](#)

632.

1398E

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Quality: 2,597 global accepts · Rating: 2200 · first AC: 2020-08-14 · last AC: 2020-09-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search,

data structures, greedy, implementation, math, sortings

[gyh20's solution](#)

633.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,091 global accepts · Rating: 2200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[gyh20's solution](#)

634.

19C

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Quality: 1,325 global accepts · Rating: 2200 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: greedy, hashing, string suffix structures

[gyh20's solution](#)

635.

1406D

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Quality: 3,812 global accepts · Rating: 2200 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, math

[gyh20's solution](#)

636.

1389E

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Quality: 3,724 global accepts · Rating: 2200 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: math, number theory

[gyh20's solution](#)

637.

1373E

[Sum of Digits](#) · [Tutorial](#)

Quality: 2,952 global accepts · Rating: 2200 · first AC: 2020-07-05 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, dp, greedy

[gyh20's solution](#)

638.

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: dp, sortings

[gyh20's solution](#)

639.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math

[gyh20's solution](#)

640.

1334E

[Divisor Paths](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 2200 · first AC: 2020-04-10 · last AC: 2020-04-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, graphs, greedy, math, number theory

[gyh20's solution](#)

641.

1327D

[Infinite Path](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2200 · first AC: 2020-03-23 · last AC: 2020-03-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, math, number theory

[gyh20's solution](#)

642.

1305E

[Kuroni and the Score Distribution](#) · [Tutorial](#)

Quality: 3,272 global accepts · Rating: 2200 · first AC: 2020-03-04 · last AC: 2020-03-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive

algorithms, greedy, implementation, math

[gyh20's solution](#)

643.

1311E

[Construct the Binary Tree](#) · [Tutorial](#)

Quality: 2,723 global accepts · Rating: 2200 · first AC: 2020-02-26 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, trees

[gyh20's solution](#)

644.

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2020-02-24 · GNU C++11 (first AC) · Tags: data structures

[gyh20's solution](#)

645.

1303E

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

Quality: 3,165 global accepts · Rating: 2200 · first AC: 2020-02-13 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings

[gyh20's solution](#)

646.

1943C

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647.

1929E

[Sasha and the Happy Tree Cutting](#) · [Tutorial](#)

Quality: 2,079 global accepts · Rating: 2300 · first AC: 2024-02-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs, greedy, math, trees

[gyh20's solution](#)

648.

1929F

[Sasha and the Wedding Binary Search Tree](#) · [Tutorial](#)

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[gyh20's solution](#)

649.

1916E

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Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[gyh20's solution](#)

650.

1824B2

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

Quality: 3,360 global accepts · Rating: 2300 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, math, probabilities, trees

[gyh20's solution](#)

651.

1738E

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Quality: 1,798 global accepts · Rating: 2300 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, two pointers

[gyh20's solution](#)

652.

1728E

[Red-Black Pepper](#) · [Tutorial](#)

Quality: 2,030 global accepts · Rating: 2300 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy,

math, number theory

[gyh20's solution](#)

653.

1695D2

[Tree Queries \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-06-18 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

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654.

1693C

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

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655.

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2022-03-20 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[gyh20's solution](#)

656.

1628C

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Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-01-22 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math

[gyh20's solution](#)

657.

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[gyh20's solution](#)

658.

713C

[Sonya and Problem Wihtout a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2022-01-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, sortings

[gyh20's solution](#)

659.

1621E

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Quality: 1,919 global accepts · Rating: 2300 · first AC: 2022-01-03 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

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660.

451E

[Devu and Flowers](#) · [Tutorial](#)

Quality: 4,542 global accepts · Rating: 2300 · first AC: 2021-12-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, number theory

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661.

1610E

[AmShZ and G.O.A.T.](#) · [Tutorial](#)

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math

[gyh20's solution](#)

662.

1603C

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Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-10-30 · last AC: 2021-11-03 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory

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663.

1601C

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Quality: 2,345 global accepts · Rating: 2300 · first AC: 2021-10-25 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[gyh20's solution](#)

664.

1548D1

[Gregor and the Odd Cows \(Easy\)](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2300 · first AC: 2021-08-01 · last AC: 2021-08-07 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, geometry, math, number theory

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665.

1553F

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Quality: 2,518 global accepts · Rating: 2300 · first AC: 2021-07-22 · last AC: 2021-08-02 · C++17 (GCC 9-64) (first AC) · Tags: data structures, math

[gyh20's solution](#)

666.

1540B

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Quality: 2,988 global accepts · Rating: 2300 · first AC: 2021-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[gyh20's solution](#)

667.

1534E

[Lost Array](#) · [Tutorial](#)

Quality: 2,078 global accepts · Rating: 2300 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, interactive, shortest paths

[gyh20's solution](#)

668.

1494D

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Quality: 2,820 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[gyh20's solution](#)

669.

1252J

[Tiling Terrace](#) · [Tutorial](#)

Quality: 783 global accepts · Rating: 2300 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp

[gyh20's solution](#)

670.

1528C

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Quality: 2,952 global accepts · Rating: 2300 · first AC: 2021-05-30 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[gyh20's solution](#)

671.

558E

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Quality: 7,399 global accepts · Rating: 2300 · first AC: 2021-05-21 · last AC: 2021-05-21 · GNU C++11 (first AC) · Tags: data structures,

sortings, strings
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672.

1403B

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Quality: 394 global accepts · Rating: 2300 · first AC: 2021-05-11 · GNU C++11 (first AC) · Tags: *special, data structures, dfs and similar, graphs, trees

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673.

1495C

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[gyh20's solution](#)

674.

1468M

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675.

1450C2

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

Quality: 4,177 global accepts · Rating: 2300 · first AC: 2020-12-10 · GNU C++11 (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

676.

487C

[Prefix Product Sequence](#) · [Tutorial](#)

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[gyh20's solution](#)

677.

1408F

[Two Different](#) · [Tutorial](#)

Quality: 2,681 global accepts · Rating: 2300 · first AC: 2020-10-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer

[gyh20's solution](#)

678.

22E

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Quality: 2,079 global accepts · Rating: 2300 · first AC: 2020-09-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees

[gyh20's solution](#)

679.

1404C

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Quality: 3,050 global accepts · Rating: 2300 · first AC: 2020-09-09 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

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680.

1396C

[Monster Invaders](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2300 · first AC: 2020-09-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, implementation

[gyh20's solution](#)

681.

1385G

[Columns Swaps](#) · [Tutorial](#)

Quality: 1,818 global accepts · Rating: 2300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs, implementation

[gyh20's solution](#)

682.

1385F

[Removing Leaves](#) · [Tutorial](#)

Quality: 2,821 global accepts · Rating: 2300 · first AC: 2020-07-19 · GNU C++11 (first AC) · Tags: data structures, greedy, implementation, trees

[gyh20's solution](#)

683.

142C

[Help Caretaker](#) · [Tutorial](#)

Quality: 997 global accepts · Rating: 2300 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: brute force, dp

[gyh20's solution](#)

684.

36D

[New Game with a Chess Piece](#) · [Tutorial](#)

Quality: 769 global accepts · Rating: 2300 · first AC: 2020-04-15 · GNU C++11 (first AC) · Tags: games

[gyh20's solution](#)

685.

845G

[Shortest Path Problem?](#) · [Tutorial](#)

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2020-04-14 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[gyh20's solution](#)

686.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,019 global accepts · Rating: 2300 · first AC: 2020-04-07 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[gyh20's solution](#)

687.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2020-03-11 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[gyh20's solution](#)

688.

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,399 global accepts · Rating: 2300 · first AC: 2020-03-10 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[gyh20's solution](#)

689.

311E

[Biologist](#) · [Tutorial](#)

Quality: 1,575 global accepts · Rating: 2300 · first AC: 2019-12-28 · GNU C++11 (first AC) · Tags: flows

[gyh20's solution](#)

690.

1943D1

[Counting Is Fun \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math

[gyh20's solution](#)

691.

1930E

[2..3...4.... Wonderful! Wonderful!](#) · [Tutorial](#)

Quality: 1,467 global accepts · Rating: 2400 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

692.

1902F

[Trees and XOR Queries Again](#) · [Tutorial](#)

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[gyh20's solution](#)

693.

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2023-07-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[gyh20's solution](#)

694.

1844E

[Great Grids](#) · [Tutorial](#)

Quality: 2,155 global accepts · Rating: 2400 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs

[gyh20's solution](#)

695.

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[gyh20's solution](#)

696.

175D

[Plane of Tanks: Duel](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 2400 · first AC: 2023-06-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, probabilities

[gyh20's solution](#)

697.

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy

[gyh20's solution](#)

698.

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[gyh20's solution](#)

699.

1785D

[Wooden Spoon](#) · [Tutorial](#)

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

[gyh20's solution](#)

700.

1779E

[Anya's Simultaneous Exhibition](#) · [Tutorial](#)

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[gyh20's solution](#)

701.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[gyh20's solution](#)

702.

1765L

[Project Manager](#) · [Tutorial](#)

Quality: 666 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, implementation

[gyh20's solution](#)

703.

1765A

[Access Levels](#) · [Tutorial](#)

Quality: 849 global accepts · Rating: 2400 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dsu, flows, graph matchings

[gyh20's solution](#)

704.

1764E

[Doremy's Number Line](#) · [Tutorial](#)

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, sortings

[gyh20's solution](#)

705.

1750E

[Bracket Cost](#) · [Tutorial](#)

Quality: 1,660 global accepts · Rating: 2400 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dp, greedy, strings

[gyh20's solution](#)

706.

1753D

[The Beach](#) · [Tutorial](#)

Quality: 2,073 global accepts · Rating: 2400 · first AC: 2022-10-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[gyh20's solution](#)

707.

1749E

[Cactus Wall](#) · [Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[gyh20's solution](#)

708.

1738F

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

Quality: 1,381 global accepts · Rating: 2400 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, interactive, shortest paths, trees

[gyh20's solution](#)

709.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[gyh20's solution](#)

710.

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-08-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, math, number theory

[gyh20's solution](#)

711.

962F

[Simple Cycles Edges](#) · [Tutorial](#)

Quality: 1,581 global accepts · Rating: 2400 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, trees

[gyh20's solution](#)

712.

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,903 global accepts · Rating: 2400 · first AC: 2022-07-16 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[gyh20's solution](#)

713.

1710E

[Two Arrays](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2400 · first AC: 2022-07-24 · C++20 (GCC 11-64) (first AC) · Tags: binary search, games, graph matchings

[gyh20's solution](#)

714.

869E

[The Untended Antiquity](#) · [Tutorial](#)

Quality: 2,060 global accepts · Rating: 2400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing

[gyh20's solution](#)

715.

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,548 global accepts · Rating: 2400 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, fft, math

[gyh20's solution](#)

716.

1132G

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

Quality: 1,230 global accepts · Rating: 2400 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[gyh20's solution](#)

717.

1089K

[King Kog's Reception](#) · [Tutorial](#)

Quality: 1,245 global accepts · Rating: 2400 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[gyh20's solution](#)

718.

1667C

[Half Queen Cover](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2400 · first AC: 2022-04-19 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

719.

873F

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

Quality: 1,862 global accepts · Rating: 2400 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dsu, string suffix structures, strings

[gyh20's solution](#)

720.

449D

[Jzzhu and Numbers](#) · [Tutorial](#)

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp

[gyh20's solution](#)

721.

446C

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

Quality: 3,931 global accepts · Rating: 2400 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[gyh20's solution](#)

722.

297C

[Splitting the Uniqueness](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2400 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gyh20's solution](#)

723.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-01-22 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, games, math

[gyh20's solution](#)

724.

266D

[BerDonalds](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2400 · first AC: 2022-01-28 · C++20 (GCC 11-64) (first AC) · Tags: graphs, math, shortest paths

[gyh20's solution](#)

725.

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[gyh20's solution](#)

726.

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-24 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[gyh20's solution](#)

727.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[gyh20's solution](#)

728.

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

[gyh20's solution](#)

729.

1578L

[Labyrinth](#) · [Tutorial](#)

Quality: 1,435 global accepts · Rating: 2400 · first AC: 2021-10-01 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dsu, greedy

[gyh20's solution](#)

730.

710F

[String Set Queries](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 2400 · first AC: 2021-07-20 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, hashing, interactive, string suffix structures, strings

[gyh20's solution](#)

731.

865D

[Buy Low Sell High](#) · [Tutorial](#)

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[gyh20's solution](#)

732.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-04-03 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[gyh20's solution](#)

733.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, dp, trees
[gyh20's solution](#)

734.

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, strings
[gyh20's solution](#)

735.

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2020-12-28 · GNU C++11 (first AC) · Tags: flows, graphs
[gyh20's solution](#)

736.

1088E

[Ehab and a component choosing problem](#) · [Tutorial](#)

Quality: 1,616 global accepts · Rating: 2400 · first AC: 2020-12-15 · GNU C++11 (first AC) · Tags: dp, greedy, math, trees
[gyh20's solution](#)

737.

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers
[gyh20's solution](#)

738.

28D

[Don't fear, DravDe is kind](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 2400 · first AC: 2020-09-17 · last AC: 2020-09-17 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, hashing
[gyh20's solution](#)

739.

24D

[Broken robot](#) · [Tutorial](#)

Quality: 2,651 global accepts · Rating: 2400 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dp, math, probabilities
[gyh20's solution](#)

740.

1107E

[Vasya and Binary String](#) · [Tutorial](#)

Quality: 2,784 global accepts · Rating: 2400 · first AC: 2020-08-29 · last AC: 2020-08-29 · GNU C++11 (first AC) · Tags: dp
[gyh20's solution](#)

741.

125E

[MST Company](#) · [Tutorial](#)

Quality: 1,423 global accepts · Rating: 2400 · first AC: 2020-07-21 · last AC: 2020-07-21 · GNU C++11 (first AC) · Tags: binary search, graphs
[gyh20's solution](#)

742.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2020-07-20 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[gyh20's solution](#)

743.

277E

[Binary Tree on Plane](#) · [Tutorial](#)

Quality: 1,479 global accepts · Rating: 2400 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: flows, trees

[gyh20's solution](#)

744.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2020-02-07 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

745.

2152F

[Triple Attack](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2500 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, greedy

[gyh20's solution](#)

746.

1876D

[Lexichromatography](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[gyh20's solution](#)

747.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2023-08-12 · PyPy 3-64 (first AC) · Tags: brute force, dp, math

[gyh20's solution](#)

748.

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gyh20's solution](#)

749.

260E

[Dividing Kingdom](#) · [Tutorial](#)

Quality: 510 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures

[gyh20's solution](#)

750.

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2023-06-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[gyh20's solution](#)

751.

1824C

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

Quality: 1,686 global accepts · Rating: 2500 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[gyh20's solution](#)

752.

1771E

[Hossam and a Letter](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[gyh20's solution](#)

753.

792E

[Colored Balls](#) · [Tutorial](#)

Quality: 1,264 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[gyh20's solution](#)

754.

605D

[Board Game](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2500 · first AC: 2023-04-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar
[gyh20's solution](#)

755.

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2023-04-03 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices
[gyh20's solution](#)

756.

1808E2

[Minibuses on Venus \(medium version\)](#) · [Tutorial](#)

Quality: 847 global accepts · Rating: 2500 · first AC: 2023-03-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, dp, matrices
[gyh20's solution](#)

757.

1775F

[Laboratory on Pluto](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2500 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math
[gyh20's solution](#)

758.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[gyh20's solution](#)

759.

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math
[gyh20's solution](#)

760.

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees
[gyh20's solution](#)

761.

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search
[gyh20's solution](#)

762.

1717F

[Madoka and The First Session](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, graphs, implementation
[gyh20's solution](#)

763.

1710C

[XOR Triangle](#) · [Tutorial](#)

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-07-24 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math

[gyh20's solution](#)

764.

1361C

[Johnny and Megan's Necklace](#) · [Tutorial](#)

Quality: 1,836 global accepts · Rating: 2500 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dfs and similar, dsu, graphs

[gyh20's solution](#)

765.

924D

[Contact ATC](#) · [Tutorial](#)

Quality: 921 global accepts · Rating: 2500 · first AC: 2022-06-24 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

766.

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-03 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[gyh20's solution](#)

767.

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[gyh20's solution](#)

768.

1253F

[Cheap Robot](#) · [Tutorial](#)

Quality: 2,252 global accepts · Rating: 2500 · first AC: 2022-05-03 · last AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, graphs, shortest paths, trees

[gyh20's solution](#)

769.

1666E

[Even Split](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-04-13 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, greedy, math

[gyh20's solution](#)

770.

1368E

[Ski Accidents](#) · [Tutorial](#)

Quality: 2,363 global accepts · Rating: 2500 · first AC: 2022-04-20 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy

[gyh20's solution](#)

771.

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, matrices

[gyh20's solution](#)

772.

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[gyh20's solution](#)

773.

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and

similar, divide and conquer, dp, graphs, trees

[gyh20's solution](#)

774.

1548C

[The Three Little Pigs](#) · [Tutorial](#)

Quality: 2,040 global accepts · Rating: 2500 · first AC: 2021-08-01 · last AC: 2021-08-07 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[gyh20's solution](#)

775.

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2021-06-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy

[gyh20's solution](#)

776.

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 · last AC: 2021-05-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, shortest paths

[gyh20's solution](#)

777.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,168 global accepts · Rating: 2500 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, greedy

[gyh20's solution](#)

778.

1517E

[Group Photo](#) · [Tutorial](#)

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2021-04-23 · last AC: 2021-05-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, implementation, two pointers

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779.

1516E

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Quality: 1,005 global accepts · Rating: 2500 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

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780.

1497D

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Quality: 1,739 global accepts · Rating: 2500 · first AC: 2021-04-02 · GNU C++11 (first AC) · Tags: bitmasks, dp, graphs, number theory

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781.

1498F

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782.

528D

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Quality: 2,861 global accepts · Rating: 2500 · first AC: 2021-03-28 · GNU C++11 (first AC) · Tags: bitmasks, brute force, fft

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783.

1097F

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Quality: 1,472 global accepts · Rating: 2500 · first AC: 2021-03-04 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, number theory

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784.

1310B

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Quality: 574 global accepts · Rating: 2500 · first AC: 2021-02-07 · last AC: 2021-02-07 · GNU C++11 (first AC) · Tags: dp, implementation
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785.

1468G

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Quality: 887 global accepts · Rating: 2500 · first AC: 2021-01-02 · GNU C++11 (first AC) · Tags: binary search, geometry
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786.

1354F

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Quality: 1,477 global accepts · Rating: 2500 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, flows, graph matchings, greedy, sortings
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787.

55D

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Quality: 4,620 global accepts · Rating: 2500 · first AC: 2020-12-11 · last AC: 2020-12-11 · GNU C++11 (first AC) · Tags: dp, number theory
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788.

813F

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Quality: 1,711 global accepts · Rating: 2500 · first AC: 2020-12-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs
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789.

1444C

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Quality: 1,859 global accepts · Rating: 2500 · first AC: 2020-11-08 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, graphs
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790.

1427E

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Quality: 1,632 global accepts · Rating: 2500 · first AC: 2020-10-10 · last AC: 2020-10-16 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math, matrices, number theory
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791.

875F

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Quality: 1,585 global accepts · Rating: 2500 · first AC: 2020-10-04 · GNU C++11 (first AC) · Tags: dsu, graphs, greedy
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792.

23E

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Quality: 725 global accepts · Rating: 2500 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: dp
[gyh20's solution](#)

793.

1251F

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Quality: 978 global accepts · Rating: 2500 · first AC: 2020-07-28 · GNU C++11 (first AC) · Tags: combinatorics, fft
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794.

1185G2

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Quality: 919 global accepts · Rating: 2600 · first AC: 2023-08-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

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795.

1699E

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Quality: 1,374 global accepts · Rating: 2600 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

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796.

1844F1

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Quality: 906 global accepts · Rating: 2600 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[gyh20's solution](#)

797.

1827C

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Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[gyh20's solution](#)

798.

1815D

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Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[gyh20's solution](#)

799.

1765C

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Quality: 554 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[gyh20's solution](#)

800.

1765G

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Quality: 480 global accepts · Rating: 2600 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, interactive, probabilities

[gyh20's solution](#)

801.

1257G

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Quality: 736 global accepts · Rating: 2600 · first AC: 2022-10-26 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[gyh20's solution](#)

802.

1031E

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Quality: 572 global accepts · Rating: 2600 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

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803.

1704F

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Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, games

[gyh20's solution](#)

804.

1264D1

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Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-08-02 · last AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics,

dp, probabilities
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805.

1696F

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Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

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806.

1061E

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Quality: 603 global accepts · Rating: 2600 · first AC: 2022-06-23 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

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807.

1685C

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Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-05-26 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy

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808.

1592F1

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809.

1679F

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[gyh20's solution](#)

810.

1684F

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Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, two pointers

[gyh20's solution](#)

811.

1278F

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Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-05-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[gyh20's solution](#)

812.

436E

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[gyh20's solution](#)

813.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, two pointers

[gyh20's solution](#)

814.

1656F

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Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

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815.

1446D1

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Quality: 2,104 global accepts · Rating: 2600 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[gyh20's solution](#)

816.

547D

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Quality: 3,121 global accepts · Rating: 2600 · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gyh20's solution](#)

817.

917D

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Quality: 1,469 global accepts · Rating: 2600 · first AC: 2021-03-10 · last AC: 2021-11-02 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[gyh20's solution](#)

818.

1363F

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Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-10-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[gyh20's solution](#)

819.

1580B

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Quality: 1,283 global accepts · Rating: 2600 · first AC: 2021-09-30 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees

[gyh20's solution](#)

820.

1558D

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821.

1045J

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Quality: 210 global accepts · Rating: 2600 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: data structures, strings, trees

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822.

724G

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[gyh20's solution](#)

823.

1486F

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Quality: 812 global accepts · Rating: 2600 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[gyh20's solution](#)

824.

258D

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Quality: 1,421 global accepts · Rating: 2600 · first AC: 2021-05-02 · last AC: 2021-05-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[gyh20's solution](#)

825.

568C

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Quality: 947 global accepts · Rating: 2600 · first AC: 2021-04-26 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, greedy

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826.

1495D

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Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · GNU C++11 (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees

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827.

1326F1

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Quality: 1,007 global accepts · Rating: 2600 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

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828.

622F

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Quality: 4,940 global accepts · Rating: 2600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math

[gyh20's solution](#)

829.

1402C

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[gyh20's solution](#)

830.

527E

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Quality: 2,191 global accepts · Rating: 2600 · first AC: 2021-01-09 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[gyh20's solution](#)

831.

1439C

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Quality: 2,209 global accepts · Rating: 2600 · first AC: 2020-11-20 · GNU C++11 (first AC) · Tags: binary search, data structures, divide and conquer, greedy, implementation

[gyh20's solution](#)

832.

1416D

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Quality: 2,712 global accepts · Rating: 2600 · first AC: 2020-09-30 · last AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, implementation, trees

[gyh20's solution](#)

833.

1406E

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Quality: 1,879 global accepts · Rating: 2600 · first AC: 2020-09-13 · GNU C++11 (first AC) · Tags: interactive, math, number theory

[gyh20's solution](#)

834.

321E

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Quality: 6,271 global accepts · Rating: 2600 · first AC: 2020-07-23 · last AC: 2020-07-23 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp

[gyh20's solution](#)

835.

940F

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836.

1355F

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Quality: 964 global accepts · Rating: 2600 · first AC: 2020-05-18 · GNU C++11 (first AC) · Tags: constructive algorithms, interactive, number theory

[gyh20's solution](#)

837.

235E

[Number Challenge](#) · [Tutorial](#)

Quality: 886 global accepts · Rating: 2600 · first AC: 2020-04-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[gyh20's solution](#)

838.

662C

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Quality: 2,425 global accepts · Rating: 2600 · first AC: 2020-02-13 · GNU C++11 (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

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839.

1930F

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Quality: 937 global accepts · Rating: 2700 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar

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840.

1924D

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[gyh20's solution](#)

841.

1916H1

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Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[gyh20's solution](#)

842.

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[gyh20's solution](#)

843.

1856E2

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Quality: 1,755 global accepts · Rating: 2700 · first AC: 2023-09-03 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, fft, greedy, implementation, math, trees

[gyh20's solution](#)

844.

1730F

[Almost Sorted](#) · [Tutorial](#)

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[gyh20's solution](#)

845.

1804F

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

[gyh20's solution](#)

846.

1801F

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Quality: 745 global accepts · Rating: 2700 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[gyh20's solution](#)

847.

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-11-06 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, strings

[gyh20's solution](#)

848.

1295F

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Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities

[gyh20's solution](#)

849.

1728G

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Quality: 618 global accepts · Rating: 2700 · first AC: 2022-09-08 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[gyh20's solution](#)

850.

1422F

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Quality: 1,271 global accepts · Rating: 2700 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[gyh20's solution](#)

851.

827E

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Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, strings

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852.

1336E1

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Quality: 831 global accepts · Rating: 2700 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[gyh20's solution](#)

853.

1603F

[October 18, 2017](#) · [Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[gyh20's solution](#)

854.

1634F

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Quality: 1,902 global accepts · Rating: 2700 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[gyh20's solution](#)

855.

772D

[Varying Kibibits](#) · [Tutorial](#)

Quality: 753 global accepts · Rating: 2700 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[gyh20's solution](#)

856.

1672H

[Zigu Zagu](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-04-23 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[gyh20's solution](#)

857.

1599G

[Shortest path](#) · [Tutorial](#)

Quality: 408 global accepts · Rating: 2700 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, shortest paths

[gyh20's solution](#)

858.

1567F

[One-Four Overload](#) · [Tutorial](#)

Quality: 880 global accepts · Rating: 2700 · first AC: 2022-03-24 · C++20 (GCC 11-64) (first AC) · Tags: 2-sat, constructive algorithms, dfs and similar, dsu, graphs, implementation

[gyh20's solution](#)

859.

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, number theory, trees

[gyh20's solution](#)

860.

1641D

[Two Arrays](#) · [Tutorial](#)

Quality: 1,504 global accepts · Rating: 2700 · first AC: 2022-02-23 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, greedy, hashing, math, two pointers

[gyh20's solution](#)

861.

1621F

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

Quality: 637 global accepts · Rating: 2700 · first AC: 2022-01-03 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[gyh20's solution](#)

862.

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2020-08-12 · last AC: 2021-12-16 · GNU C++11 (first AC) · Tags: data structures, implementation, trees

[gyh20's solution](#)

863.

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2021-10-25 · last AC: 2021-10-28 · C++17 (GCC 9-64) (first AC) · Tags: data structures,

dp, greedy, sortings

[gyh20's solution](#)

864.

1578M

[The Mind](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 2700 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, probabilities

[gyh20's solution](#)

865.

839E

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Quality: 1,015 global accepts · Rating: 2700 · first AC: 2021-08-18 · C++17 (GCC 9-64) (first AC) · Tags: brute force, graphs, math, meet-in-the-middle

[gyh20's solution](#)

866.

906D

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Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-08-03 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, math, number theory

[gyh20's solution](#)

867.

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 749 global accepts · Rating: 2700 · first AC: 2021-07-01 · C++17 (GCC 9-64) (first AC) · Tags: dp, math

[gyh20's solution](#)

868.

961G

[Partitions](#) · [Tutorial](#)

Quality: 1,611 global accepts · Rating: 2700 · first AC: 2021-06-11 · last AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[gyh20's solution](#)

869.

1264E

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Quality: 928 global accepts · Rating: 2700 · first AC: 2021-06-06 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings

[gyh20's solution](#)

870.

1515G

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

Quality: 1,356 global accepts · Rating: 2700 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math, number theory

[gyh20's solution](#)

871.

578E

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Quality: 674 global accepts · Rating: 2700 · first AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

872.

1491F

[Magnets](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2021-03-03 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, interactive

[gyh20's solution](#)

873.

576D

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Quality: 1,597 global accepts · Rating: 2700 · first AC: 2021-03-01 · GNU C++11 (first AC) · Tags: dp, matrices

[gyh20's solution](#)

874.

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, trees

[gyh20's solution](#)

875.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: probabilities, shortest paths

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876.

838D

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Quality: 1,138 global accepts · Rating: 2700 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math, number theory

[gyh20's solution](#)

877.

482D

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Quality: 595 global accepts · Rating: 2700 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

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878.

1943D2

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Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp

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879.

48F

[Snow sellers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 2800 · first AC: 2023-07-19 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[gyh20's solution](#)

880.

1844F2

[Min Cost Permutation \(Hard Version\)](#) · [Tutorial](#)

Quality: 479 global accepts · Rating: 2800 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, math, sortings

[gyh20's solution](#)

881.

1827D

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Quality: 978 global accepts · Rating: 2800 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[gyh20's solution](#)

882.

1810F

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Quality: 660 global accepts · Rating: 2800 · first AC: 2023-03-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, sortings, trees

[gyh20's solution](#)

883.

1765I

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Quality: 263 global accepts · Rating: 2800 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: implementation, shortest paths

[gyh20's solution](#)

884.

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2022-10-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees
[gyh20's solution](#)

885.

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-15 · C++20 (GCC 11-64) (first AC) · Tags: data structures, hashing, probabilities
[gyh20's solution](#)

886.

1693D

[Decinc Dividing](#) · [Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy
[gyh20's solution](#)

887.

1214H

[Tiles Placement](#) · [Tutorial](#)

Quality: 461 global accepts · Rating: 2800 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, trees
[gyh20's solution](#)

888.

1685D1

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Quality: 513 global accepts · Rating: 2800 · first AC: 2022-05-26 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu
[gyh20's solution](#)

889.

1012D

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Quality: 426 global accepts · Rating: 2800 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, strings
[gyh20's solution](#)

890.

1592F2

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Quality: 972 global accepts · Rating: 2800 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, greedy
[gyh20's solution](#)

891.

1606F

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Quality: 661 global accepts · Rating: 2800 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees
[gyh20's solution](#)

892.

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-19 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory
[gyh20's solution](#)

893.

1633F

[Perfect Matching](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 2800 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, interactive, trees
[gyh20's solution](#)

894.

1635F

[Closest Pair](#) · [Tutorial](#)

Quality: 1,392 global accepts · Rating: 2800 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[gyh20's solution](#)

895.

1672F2

[Checker for Array Shuffling](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 2800 · first AC: 2022-04-23 · last AC: 2022-05-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[gyh20's solution](#)

896.

1365G

[Secure Password](#) · [Tutorial](#)

Quality: 1,415 global accepts · Rating: 2800 · first AC: 2022-05-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, interactive, math

[gyh20's solution](#)

897.

1322D

[Reality Show](#) · [Tutorial](#)

Quality: 882 global accepts · Rating: 2800 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[gyh20's solution](#)

898.

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings

[gyh20's solution](#)

899.

1383E

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

Quality: 1,033 global accepts · Rating: 2800 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[gyh20's solution](#)

900.

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees

[gyh20's solution](#)

901.

1088F

[Ehab and a weird weight formula](#) · [Tutorial](#)

Quality: 597 global accepts · Rating: 2800 · first AC: 2022-04-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[gyh20's solution](#)

902.

1654F

[Minimal String Xoration](#) · [Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[gyh20's solution](#)

903.

1291F

[Coffee Varieties \(easy version\)](#) · [Tutorial](#)

Quality: 726 global accepts · Rating: 2800 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[gyh20's solution](#)

904.

1648D

[Serious Business](#) · [Tutorial](#)

Quality: 1,051 global accepts · Rating: 2800 · first AC: 2022-03-06 · last AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dp, implementation, shortest paths

[gyh20's solution](#)

905.

1625E2

[Cats on the Upgrade \(hard version\)](#) · [Tutorial](#)

Quality: 662 global accepts · Rating: 2800 · first AC: 2022-01-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[gyh20's solution](#)

906.

1608E

[The Cells on the Paper](#) · [Tutorial](#)

Quality: 486 global accepts · Rating: 2800 · first AC: 2021-12-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, sortings

[gyh20's solution](#)

907.

1609F

[Interesting Sections](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2800 · first AC: 2021-11-28 · last AC: 2021-12-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, meet-in-the-middle, two pointers

[gyh20's solution](#)

908.

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-10-28 · last AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gyh20's solution](#)

909.

1578A

[Anti-Tetris](#) · [Tutorial](#)

Quality: 422 global accepts · Rating: 2800 · first AC: 2021-10-01 · last AC: 2021-10-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[gyh20's solution](#)

910.

1545C

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

Quality: 767 global accepts · Rating: 2800 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: 2-sat, brute force, combinatorics, constructive algorithms, graph matchings, graphs

[gyh20's solution](#)

911.

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2021-07-08 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[gyh20's solution](#)

912.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,034 global accepts · Rating: 2800 · first AC: 2021-05-12 · last AC: 2021-05-12 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[gyh20's solution](#)

913.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,605 global accepts · Rating: 2800 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings, trees

[gyh20's solution](#)

914.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,968 global accepts · Rating: 2800 · first AC: 2021-01-29 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, trees
[gyh20's solution](#)

915.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers
[gyh20's solution](#)

916.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2021-01-07 · GNU C++11 (first AC) · Tags: greedy
[gyh20's solution](#)

917.

908G

[New Year and Original Order](#) · [Tutorial](#)

Quality: 1,674 global accepts · Rating: 2800 · first AC: 2020-12-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[gyh20's solution](#)

918.

79D

[Password](#) · [Tutorial](#)

Quality: 1,348 global accepts · Rating: 2800 · first AC: 2020-11-12 · GNU C++11 (first AC) · Tags: bitmasks, dp, shortest paths
[gyh20's solution](#)

919.

51F

[Caterpillar](#) · [Tutorial](#)

Quality: 816 global accepts · Rating: 2800 · first AC: 2020-09-18 · last AC: 2020-09-18 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, trees
[gyh20's solution](#)

920.

19D

[Points](#) · [Tutorial](#)

Quality: 3,169 global accepts · Rating: 2800 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: data structures
[gyh20's solution](#)

921.

280D

[k-Maximum Subsequence Sum](#) · [Tutorial](#)

Quality: 1,653 global accepts · Rating: 2800 · first AC: 2020-08-11 · GNU C++11 (first AC) · Tags: data structures, flows, graphs, implementation
[gyh20's solution](#)

922.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2020-08-01 · last AC: 2020-08-01 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths
[gyh20's solution](#)

923.

2152H1

[Victorious Coloring \(Easy Version\)](#) · [Tutorial](#)

Quality: 610 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar, dp, greedy
[gyh20's solution](#)

924.

2152G

[Query Jungle](#) · [Tutorial](#)

Quality: 712 global accepts · Rating: 2900 · first AC: 2025-10-03 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures,

implementation, math, matrices, trees

[gyh20's solution](#)

925.

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy

[gyh20's solution](#)

926.

1916F

[Group Division](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 2900 · first AC: 2023-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[gyh20's solution](#)

927.

1765J

[Hero to Zero](#) · [Tutorial](#)

Quality: 305 global accepts · Rating: 2900 · first AC: 2022-11-27 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, math

[gyh20's solution](#)

928.

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[gyh20's solution](#)

929.

497E

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

Quality: 317 global accepts · Rating: 2900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[gyh20's solution](#)

930.

1698G

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

Quality: 384 global accepts · Rating: 2900 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, math, matrices, meet-in-the-middle, number theory

[gyh20's solution](#)

931.

1310E

[Strange Function](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2900 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[gyh20's solution](#)

932.

1738G

[Anti-Increasing Addicts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 2900 · first AC: 2022-09-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[gyh20's solution](#)

933.

717A

[Festival Organization](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 2900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[gyh20's solution](#)

934.

878D

[Magic Breeding](#) · [Tutorial](#)

Quality: 860 global accepts · Rating: 2900 · first AC: 2022-09-13 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks

[gyh20's solution](#)

935.

1726F

[Late For Work \(submissions are not allowed\)](#) · [Tutorial](#)

Rating: 2900 · first AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: *broken, data structures, greedy, schedules, shortest paths
[gyh20's solution](#)

936.

848D

[Shake It!](#) · [Tutorial](#)

Quality: 456 global accepts · Rating: 2900 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, flows, graphs
[gyh20's solution](#)

937.

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities
[gyh20's solution](#)

938.

1705F

[Mark and the Online Exam](#) · [Tutorial](#)

Quality: 695 global accepts · Rating: 2900 · first AC: 2022-07-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, interactive, probabilities
[gyh20's solution](#)

939.

1452F

[Divide Powers](#) · [Tutorial](#)

Quality: 367 global accepts · Rating: 2900 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy
[gyh20's solution](#)

940.

1450H1

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

Quality: 513 global accepts · Rating: 2900 · first AC: 2022-07-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math
[gyh20's solution](#)

941.

1392G

[Omkar and Pies](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 2900 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dfs and similar, dp, math, shortest paths
[gyh20's solution](#)

942.

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2022-07-09 · last AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp
[gyh20's solution](#)

943.

1444D

[Rectangular Polyline](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-06-26 · last AC: 2022-06-26 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, geometry
[gyh20's solution](#)

944.

1285F

[Classical?](#) · [Tutorial](#)

Quality: 1,356 global accepts · Rating: 2900 · first AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, number theory
[gyh20's solution](#)

945.

1172D

[Nauuo and Portals](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gyh20's solution](#)

946.

1221G

[Graph And Numbers](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2900 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, meet-in-the-middle
[gyh20's solution](#)

947.

1428G1

[Lucky Numbers \(Easy Version\)](#) · [Tutorial](#)

Quality: 644 global accepts · Rating: 2900 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[gyh20's solution](#)

948.

1528E

[Mashtali and Hagh Trees](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 2900 · first AC: 2022-06-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees
[gyh20's solution](#)

949.

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: number theory
[gyh20's solution](#)

950.

1687D

[Cute number](#) · [Tutorial](#)

Quality: 734 global accepts · Rating: 2900 · first AC: 2022-06-03 · last AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dsu, implementation, math
[gyh20's solution](#)

951.

1605F

[PalindORme](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 2900 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[gyh20's solution](#)

952.

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-08 · last AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

953.

1622F

[Quadratic Set](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2900 · first AC: 2022-05-11 · last AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, hashing, math, number theory
[gyh20's solution](#)

954.

1630E

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

Quality: 554 global accepts · Rating: 2900 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory, probabilities
[gyh20's solution](#)

955.

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math, number theory
[gyh20's solution](#)

956.

1646F

[Playing Around the Table](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation
[gyh20's solution](#)

957.

1056G

[Take Metro](#) · [Tutorial](#)

Quality: 300 global accepts · Rating: 2900 · first AC: 2022-05-10 · last AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs
[gyh20's solution](#)

958.

1372E

[Omkar and Last Floor](#) · [Tutorial](#)

Quality: 1,433 global accepts · Rating: 2900 · first AC: 2022-04-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, two pointers
[gyh20's solution](#)

959.

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp
[gyh20's solution](#)

960.

925E

[May Holidays](#) · [Tutorial](#)

Quality: 542 global accepts · Rating: 2900 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[gyh20's solution](#)

961.

1562F

[Tubular Bells](#) · [Tutorial](#)

Quality: 457 global accepts · Rating: 2900 · first AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: interactive, math, number theory, probabilities
[gyh20's solution](#)

962.

1198F

[GCD Groups 2](#) · [Tutorial](#)

Quality: 1,076 global accepts · Rating: 2900 · first AC: 2022-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory, probabilities
[gyh20's solution](#)

963.

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-03-04 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees
[gyh20's solution](#)

964.

321D

[Ciel and Flipboard](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 2900 · first AC: 2022-02-26 · last AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math
[gyh20's solution](#)

965.

403E

[Two Rooted Trees](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2900 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, trees
[gyh20's solution](#)

966.

238D

[Tape Programming](#) · [Tutorial](#)

Quality: 268 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation
[gyh20's solution](#)

967.

226E

[Noble Knight's Path](#) · [Tutorial](#)

Quality: 548 global accepts · Rating: 2900 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[gyh20's solution](#)

968.

193E

[Fibonacci Number](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math, matrices
[gyh20's solution](#)

969.

183E

[Candy Shop](#) · [Tutorial](#)

Quality: 186 global accepts · Rating: 2900 · first AC: 2022-02-23 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

970.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings
[gyh20's solution](#)

971.

89E

[Fire and Ice](#) · [Tutorial](#)

Quality: 118 global accepts · Rating: 2900 · first AC: 2022-02-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy
[gyh20's solution](#)

972.

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, matrices
[gyh20's solution](#)

973.

17E

[Palisection](#) · [Tutorial](#)

Quality: 1,990 global accepts · Rating: 2900 · first AC: 2022-02-18 · C++14 (GCC 6-32) (first AC) · Tags: strings
[gyh20's solution](#)

974.

802M3

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

Quality: 1,295 global accepts · Rating: 2900 · first AC: 2022-01-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, flows
[gyh20's solution](#)

975.

1415F

[Cakes for Clones](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: dp
[gyh20's solution](#)

976.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2021-06-01 · last AC: 2021-06-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy

[gyh20's solution](#)

977.

966E

[May Holidays](#) · [Tutorial](#)

Rating: 2900 · first AC: 2021-05-28 · GNU C++11 (first AC) · Tags: data structures, trees

[gyh20's solution](#)

978.

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, meet-in-the-middle

[gyh20's solution](#)

979.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2021-04-27 · last AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, number theory

[gyh20's solution](#)

980.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: dp, games

[gyh20's solution](#)

981.

938G

[Shortest Path Queries](#) · [Tutorial](#)

Quality: 1,090 global accepts · Rating: 2900 · first AC: 2021-04-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dsu, graphs

[gyh20's solution](#)

982.

932G

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

Quality: 1,180 global accepts · Rating: 2900 · first AC: 2021-01-05 · GNU C++11 (first AC) · Tags: dp, string suffix structures, strings

[gyh20's solution](#)

983.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2021-01-03 · GNU C++11 (first AC) · Tags: flows

[gyh20's solution](#)

984.

19E

[Fairy](#) · [Tutorial](#)

Quality: 2,513 global accepts · Rating: 2900 · first AC: 2020-09-15 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dsu

[gyh20's solution](#)

985.

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2020-07-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[gyh20's solution](#)

986.

1854E

[Game Bundles](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3000 · first AC: 2023-07-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, greedy, math
[gyh20's solution](#)

987.

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-07-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...

[gyh20's solution](#)

988.

1824D

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

Quality: 655 global accepts · Rating: 3000 · first AC: 2023-05-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[gyh20's solution](#)

989.

1801E

[Gasoline prices](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3000 · first AC: 2023-03-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, hashing, trees

[gyh20's solution](#)

990.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-03 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[gyh20's solution](#)

991.

1763F

[Edge Queries](#) · [Tutorial](#)

Quality: 638 global accepts · Rating: 3000 · first AC: 2022-12-19 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[gyh20's solution](#)

992.

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[gyh20's solution](#)

993.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2022-10-12 · last AC: 2022-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, graphs, greedy

[gyh20's solution](#)

994.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2022-08-11 · C++20 (GCC 11-64) (first AC) · Tags: math

[gyh20's solution](#)

995.

1707D

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

Quality: 891 global accepts · Rating: 3000 · first AC: 2022-07-16 · last AC: 2022-07-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[gyh20's solution](#)

996.

936D

[World of Tank](#) · [Tutorial](#)

Quality: 396 global accepts · Rating: 3000 · first AC: 2022-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[gyh20's solution](#)

997.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[gyh20's solution](#)

998.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2022-07-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[gyh20's solution](#)

999.

1442E

[Black, White and Grey Tree](#) · [Tutorial](#)

Quality: 788 global accepts · Rating: 3000 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, dp, greedy, trees

[gyh20's solution](#)

1000.

1438F

[Olha and Igor](#) · [Tutorial](#)

Quality: 801 global accepts · Rating: 3000 · first AC: 2022-06-18 · C++20 (GCC 11-64) (first AC) · Tags: interactive, probabilities, trees

[gyh20's solution](#)

1001.

1428G2

[Lucky Numbers \(Hard Version\)](#) · [Tutorial](#)

Quality: 727 global accepts · Rating: 3000 · first AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[gyh20's solution](#)

1002.

1418F

[Equal Product](#) · [Tutorial](#)

Quality: 427 global accepts · Rating: 3000 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory, two pointers

[gyh20's solution](#)

1003.

843E

[Maximum Flow](#) · [Tutorial](#)

Quality: 473 global accepts · Rating: 3000 · first AC: 2022-06-09 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs

[gyh20's solution](#)

1004.

798E

[Mike and code of a permutation](#) · [Tutorial](#)

Quality: 550 global accepts · Rating: 3000 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, graphs, sortings

[gyh20's solution](#)

1005.

1583G

[Omkar and Time Travel](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3000 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math

[gyh20's solution](#)

1006.

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2022-05-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, sortings

[gyh20's solution](#)

1007.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers
[gyh20's solution](#)

1008.

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive
[gyh20's solution](#)

1009.

375E

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

Quality: 493 global accepts · Rating: 3000 · first AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math
[gyh20's solution](#)

1010.

914F

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

Quality: 2,141 global accepts · Rating: 3000 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings
[gyh20's solution](#)

1011.

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, two pointers
[gyh20's solution](#)

1012.

1019C

[Sergey's problem](#) · [Tutorial](#)

Quality: 1,454 global accepts · Rating: 3000 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs
[gyh20's solution](#)

1013.

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2022-03-23 · last AC: 2022-03-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths
[gyh20's solution](#)

1014.

1290D

[Coffee Varieties \(hard version\)](#) · [Tutorial](#)

Quality: 948 global accepts · Rating: 3000 · first AC: 2022-03-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, interactive
[gyh20's solution](#)

1015.

461E

[Appleman and a Game](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3000 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, shortest paths, strings
[gyh20's solution](#)

1016.

297E

[Mystic Carvings](#) · [Tutorial](#)

Quality: 433 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1017.

232E

[Quick Tortoise](#) · [Tutorial](#)

Quality: 885 global accepts · Rating: 3000 · first AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, dp
[gyh20's solution](#)

1018.

135E

[Weak Subsequence](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3000 · first AC: 2022-02-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics
[gyh20's solution](#)

1019.

1637G

[Birthday](#) · [Tutorial](#)

Quality: 620 global accepts · Rating: 3000 · first AC: 2022-02-12 · last AC: 2022-02-13 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math
[gyh20's solution](#)

1020.

889E

[Mod Mod Mod](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3000 · first AC: 2022-02-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, math
[gyh20's solution](#)

1021.

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2021-12-29 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math
[gyh20's solution](#)

1022.

1615H

[Reindeer Games](#) · [Tutorial](#)

Quality: 386 global accepts · Rating: 3000 · first AC: 2021-12-24 · last AC: 2021-12-27 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, flows, graphs, shortest paths
[gyh20's solution](#)

1023.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2021-01-04 · last AC: 2021-12-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer
[gyh20's solution](#)

1024.

1610F

[Mashtali: a Space Oddysey](#) · [Tutorial](#)

Quality: 707 global accepts · Rating: 3000 · first AC: 2021-11-25 · last AC: 2021-11-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[gyh20's solution](#)

1025.

434E

[Furukawa Nagisa's Tree](#) · [Tutorial](#)

Quality: 311 global accepts · Rating: 3000 · first AC: 2021-11-16 · last AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, sortings, trees
[gyh20's solution](#)

1026.

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2021-10-30 · last AC: 2021-11-02 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, dp, number theory
[gyh20's solution](#)

1027.

1320E

[Treeland and Viruses](#) · [Tutorial](#)

Quality: 1,074 global accepts · Rating: 3000 · first AC: 2021-06-15 · last AC: 2021-06-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees

[gyh20's solution](#)

1028.

582E

[Boolean Function](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 3000 · first AC: 2021-04-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, expression parsing

[gyh20's solution](#)

1029.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-04-25 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees

[gyh20's solution](#)

1030.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[gyh20's solution](#)

1031.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-03-24 · GNU C++11 (first AC) · Tags: data structures

[gyh20's solution](#)

1032.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-01-31 · GNU C++11 (first AC) · Tags: combinatorics, math, matrices

[gyh20's solution](#)

1033.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2021-01-10 · GNU C++11 (first AC) · Tags: dp, sortings

[gyh20's solution](#)

1034.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2020-12-12 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[gyh20's solution](#)

1035.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-09-17 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees

[gyh20's solution](#)

1036.

587F

[Duff is Mad](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 3000 · first AC: 2020-08-06 · GNU C++11 (first AC) · Tags: data structures, strings

[gyh20's solution](#)

1037.

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 3000 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[gyh20's solution](#)

1038.

1930G

[Prefix Max Set Counting](#) · [Tutorial](#)

Quality: 494 global accepts · Rating: 3100 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees

[gyh20's solution](#)

1039.

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-01-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[gyh20's solution](#)

1040.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[gyh20's solution](#)

1041.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[gyh20's solution](#)

1042.

804E

[The same permutation](#) · [Tutorial](#)

Quality: 655 global accepts · Rating: 3100 · first AC: 2022-10-09 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gyh20's solution](#)

1043.

830E

[Perpetual Motion Machine](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, implementation, math, trees

[gyh20's solution](#)

1044.

1463F

[Max Correct Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 3100 · first AC: 2022-08-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[gyh20's solution](#)

1045.

1458E

[Nim Shortcuts](#) · [Tutorial](#)

Quality: 556 global accepts · Rating: 3100 · first AC: 2022-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, games

[gyh20's solution](#)

1046.

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2022-07-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy

[gyh20's solution](#)

1047.

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees

[gyh20's solution](#)

1048.

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2022-07-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy
[gyh20's solution](#)

1049.

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft
[gyh20's solution](#)

1050.

1110G

[Tree-Tac-Toe](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 3100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, games, trees
[gyh20's solution](#)

1051.

1119G

[Get Ready for the Battle](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation
[gyh20's solution](#)

1052.

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2022-05-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees
[gyh20's solution](#)

1053.

1610I

[Mashtali vs AtCoder](#) · [Tutorial](#)

Quality: 338 global accepts · Rating: 3100 · first AC: 2022-05-17 · last AC: 2022-05-17 · C++20 (GCC 11-64) (first AC) · Tags: games, trees
[gyh20's solution](#)

1054.

1647F

[Madoka and Laziness](#) · [Tutorial](#)

Quality: 543 global accepts · Rating: 3100 · first AC: 2022-05-10 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy
[gyh20's solution](#)

1055.

986D

[Perfect Encoding](#) · [Tutorial](#)

Quality: 356 global accepts · Rating: 3100 · first AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: fft, math
[gyh20's solution](#)

1056.

923E

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

Quality: 516 global accepts · Rating: 3100 · first AC: 2022-04-21 · last AC: 2022-04-21 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, matrices
[gyh20's solution](#)

1057.

1666G

[Global Warming](#) · [Tutorial](#)

Quality: 153 global accepts · Rating: 3100 · first AC: 2022-04-13 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math
[gyh20's solution](#)

1058.

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2022-01-22 · last AC: 2022-01-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dsu, trees

[gyh20's solution](#)

1059.

1210F1

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

Quality: 351 global accepts · Rating: 3100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[gyh20's solution](#)

1060.

1229E1

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

Rating: 3100 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[gyh20's solution](#)

1061.

1503E

[2-Coloring](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 3100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

1062.

1566G

[Four Vertices](#) · [Tutorial](#)

Quality: 384 global accepts · Rating: 3100 · first AC: 2021-09-12 · last AC: 2021-09-14 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, shortest paths

[gyh20's solution](#)

1063.

981H

[K Paths](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3100 · first AC: 2021-08-10 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math

[gyh20's solution](#)

1064.

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math

[gyh20's solution](#)

1065.

1250K

[Projectors](#) · [Tutorial](#)

Quality: 319 global accepts · Rating: 3100 · first AC: 2021-06-04 · C++17 (GCC 9-64) (first AC) · Tags: flows, graphs

[gyh20's solution](#)

1066.

679E

[Bear and Bad Powers of 42](#) · [Tutorial](#)

Quality: 820 global accepts · Rating: 3100 · first AC: 2021-05-17 · last AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[gyh20's solution](#)

1067.

666E

[Forensic Examination](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2021-05-05 · last AC: 2021-05-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures

[gyh20's solution](#)

1068.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2021-04-28 · last AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, binary search

[gyh20's solution](#)

1069.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: dp, fft, math

[gyh20's solution](#)

1070.

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2021-03-07 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: divide and conquer, math, number theory, trees

[gyh20's solution](#)

1071.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2021-01-16 · GNU C++11 (first AC) · Tags: dfs and similar, graphs

[gyh20's solution](#)

1072.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[gyh20's solution](#)

1073.

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2022-10-27 · last AC: 2022-10-28 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities

[gyh20's solution](#)

1074.

1149E

[Election Promises](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 3200 · first AC: 2022-10-12 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: games, graphs

[gyh20's solution](#)

1075.

765G

[Math, math everywhere](#) · [Tutorial](#)

Quality: 116 global accepts · Rating: 3200 · first AC: 2022-08-10 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, math, meet-in-the-middle, number theory

[gyh20's solution](#)

1076.

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-07-31 · last AC: 2022-08-09 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math

[gyh20's solution](#)

1077.

1495E

[Qingshan and Daniel](#) · [Tutorial](#)

Quality: 538 global accepts · Rating: 3200 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, implementation

[gyh20's solution](#)

1078.

1142E

[Pink Floyd](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 3200 · first AC: 2022-07-10 · last AC: 2022-07-10 · C++20 (GCC 11-64) (first AC) · Tags: graphs, interactive

[gyh20's solution](#)

1079.

840E

[In a Trap](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 3200 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: trees

[gyh20's solution](#)

1080.

827F

[Dirty Arkady's Kitchen](#) · [Tutorial](#)

Quality: 582 global accepts · Rating: 3200 · first AC: 2022-07-02 · last AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, graphs, shortest paths

[gyh20's solution](#)

1081.

1427F

[Boring Card Game](#) · [Tutorial](#)

Quality: 402 global accepts · Rating: 3200 · first AC: 2022-06-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, trees

[gyh20's solution](#)

1082.

1119H

[Triple](#) · [Tutorial](#)

Quality: 797 global accepts · Rating: 3200 · first AC: 2022-06-08 · last AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: fft, math

[gyh20's solution](#)

1083.

1566H

[Xor-quiz](#) · [Tutorial](#)

Quality: 152 global accepts · Rating: 3200 · first AC: 2022-06-02 · last AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, interactive, math, number theory

[gyh20's solution](#)

1084.

1584G

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

Quality: 246 global accepts · Rating: 3200 · first AC: 2022-06-01 · C++20 (GCC 11-64) (first AC) · Tags: geometry

[gyh20's solution](#)

1085.

1416E

[Split](#) · [Tutorial](#)

Quality: 431 global accepts · Rating: 3200 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[gyh20's solution](#)

1086.

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

1087.

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2022-04-28 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[gyh20's solution](#)

1088.

1056H

[Detect Robots](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 3200 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, strings

[gyh20's solution](#)

1089.

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-03-24 · last AC: 2022-04-02 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, math

[gyh20's solution](#)

1090.

1034E

[Little C Loves 3 III](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 3200 · first AC: 2022-04-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[gyh20's solution](#)

1091.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2022-02-18 · last AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[gyh20's solution](#)

1092.

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2022-01-03 · last AC: 2022-01-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math

[gyh20's solution](#)

1093.

1210F2

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

Quality: 430 global accepts · Rating: 3200 · first AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[gyh20's solution](#)

1094.

1229E2

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

Rating: 3200 · first AC: 2021-12-01 · last AC: 2021-12-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, probabilities

[gyh20's solution](#)

1095.

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2021-06-26 · last AC: 2021-07-03 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures

[gyh20's solution](#)

1096.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-06-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[gyh20's solution](#)

1097.

590E

[Birthday](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3200 · first AC: 2021-03-28 · last AC: 2021-04-28 · GNU C++11 (first AC) · Tags: graph matchings, strings

[gyh20's solution](#)

1098.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-04-20 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[gyh20's solution](#)

1099.

566E

[Restoring Map](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 3200 · first AC: 2021-04-23 · last AC: 2021-04-23 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks,

constructive algorithms, trees

[gyh20's solution](#)

1100.

538H

[Summer Dichotomy](#) · [Tutorial](#)

Quality: 735 global accepts · Rating: 3200 · first AC: 2021-04-22 · last AC: 2021-04-22 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dfs and similar, greedy

[gyh20's solution](#)

1101.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-03-10 · GNU C++11 (first AC) · Tags: math, probabilities

[gyh20's solution](#)

1102.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2021-02-12 · last AC: 2021-03-07 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[gyh20's solution](#)

1103.

553E

[Kyoya and Train](#) · [Tutorial](#)

Quality: 621 global accepts · Rating: 3200 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: dp, fft, graphs, math, probabilities

[gyh20's solution](#)

1104.

755G

[PolandBall and Many Other Balls](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 3200 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math, number theory

[gyh20's solution](#)

1105.

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-03-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, two pointers

[gyh20's solution](#)

1106.

1930H

[Interactive Mex Tree](#) · [Tutorial](#)

Quality: 365 global accepts · Rating: 3300 · first AC: 2024-02-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, interactive, trees

[gyh20's solution](#)

1107.

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[gyh20's solution](#)

1108.

1750G

[Doping](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 3300 · first AC: 2022-11-08 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[gyh20's solution](#)

1109.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[gyh20's solution](#)

1110.

1290E

[Cartesian Tree](#) · [Tutorial](#)

Quality: 670 global accepts · Rating: 3300 · first AC: 2022-10-12 · last AC: 2022-10-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1111.

1726G

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2022-09-06 · last AC: 2022-09-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings
[gyh20's solution](#)

1112.

1495F

[Squares](#) · [Tutorial](#)

Quality: 423 global accepts · Rating: 3300 · first AC: 2022-08-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dp, graphs, trees
[gyh20's solution](#)

1113.

878E

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

Quality: 737 global accepts · Rating: 3300 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp
[gyh20's solution](#)

1114.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2022-06-29 · last AC: 2022-06-29 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, divide and conquer
[gyh20's solution](#)

1115.

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1116.

1696G

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

Quality: 321 global accepts · Rating: 3300 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, geometry, math
[gyh20's solution](#)

1117.

1427G

[One Billion Shades of Grey](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 3300 · first AC: 2022-06-14 · last AC: 2022-06-14 · C++20 (GCC 11-64) (first AC) · Tags: flows, graphs
[gyh20's solution](#)

1118.

1530G

[What a Reversal](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2022-06-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms
[gyh20's solution](#)

1119.

1548D2

[Gregor and the Odd Cows \(Hard\)](#) · [Tutorial](#)

Quality: 283 global accepts · Rating: 3300 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, geometry, math, number theory
[gyh20's solution](#)

1120.

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2022-06-04 · last AC: 2022-06-04 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[gyh20's solution](#)

1121.

906E

[Reverses](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3300 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: dp, string suffix structures, strings

[gyh20's solution](#)

1122.

1580F

[Problems for Codeforces](#) · [Tutorial](#)

Quality: 149 global accepts · Rating: 3300 · first AC: 2022-06-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, fft, math

[gyh20's solution](#)

1123.

1610G

[AmShZ Wins a Bet](#) · [Tutorial](#)

Quality: 654 global accepts · Rating: 3300 · first AC: 2022-05-20 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, hashing

[gyh20's solution](#)

1124.

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp

[gyh20's solution](#)

1125.

737E

[Tanya is 5!](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 3300 · first AC: 2022-05-03 · C++20 (GCC 11-64) (first AC) · Tags: graph matchings, graphs, greedy, schedules

[gyh20's solution](#)

1126.

1054G

[New Road Network](#) · [Tutorial](#)

Quality: 451 global accepts · Rating: 3300 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math

[gyh20's solution](#)

1127.

1416F

[Showing Off](#) · [Tutorial](#)

Quality: 603 global accepts · Rating: 3300 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy, implementation

[gyh20's solution](#)

1128.

1556H

[DIY Tree](#) · [Tutorial](#)

Quality: 446 global accepts · Rating: 3300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, math, probabilities

[gyh20's solution](#)

1129.

1284G

[Seollal](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 3300 · first AC: 2022-04-06 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[gyh20's solution](#)

1130.

1083F

[The Fair Nut and Amusing Xor](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3300 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1131.

1172E

[Nauuo and ODT](#) · [Tutorial](#)

Quality: 357 global accepts · Rating: 3300 · first AC: 2022-02-24 · last AC: 2022-02-24 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1132.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2021-04-26 · last AC: 2021-04-26 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures
[gyh20's solution](#)

1133.

526G

[Spiders Evil Plan](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 3300 · first AC: 2021-04-21 · last AC: 2021-04-21 · C++17 (GCC 9-64) (first AC) · Tags: greedy, trees
[gyh20's solution](#)

1134.

768G

[The Winds of Winter](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2021-03-13 · GNU C++11 (first AC) · Tags: binary search, data structures
[gyh20's solution](#)

1135.

639F

[Bear and Chemistry](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 3300 · first AC: 2021-03-02 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees
[gyh20's solution](#)

1136.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: string suffix structures, strings
[gyh20's solution](#)

1137.

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees
[gyh20's solution](#)

1138.

1442F

[Differentiating Games](#) · [Tutorial](#)

Quality: 170 global accepts · Rating: 3400 · first AC: 2022-06-25 · last AC: 2022-06-25 · C++20 (GCC 11-64) (first AC) · Tags: games, interactive
[gyh20's solution](#)

1139.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2022-06-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[gyh20's solution](#)

1140.

1103E

[Radix sum](#) · [Tutorial](#)

Quality: 282 global accepts · Rating: 3400 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: fft, math, number theory

[gyh20's solution](#)

1141.

1530H

[Turing's Award](#) · [Tutorial](#)

Quality: 204 global accepts · Rating: 3400 · first AC: 2022-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[gyh20's solution](#)

1142.

1097E

[Egor and an RPG game](#) · [Tutorial](#)

Quality: 534 global accepts · Rating: 3400 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy

[gyh20's solution](#)

1143.

1601F

[Two Sorts](#) · [Tutorial](#)

Quality: 275 global accepts · Rating: 3400 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle

[gyh20's solution](#)

1144.

757G

[Can Bash Save the Day?](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 3400 · first AC: 2022-05-06 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[gyh20's solution](#)

1145.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2022-04-22 · last AC: 2022-04-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs, shortest paths

[gyh20's solution](#)

1146.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2022-03-30 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, graphs, number theory

[gyh20's solution](#)

1147.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2022-03-10 · last AC: 2022-03-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math

[gyh20's solution](#)

1148.

1491H

[Yuezheng Ling and Dynamic Tree](#) · [Tutorial](#)

Quality: 1,211 global accepts · Rating: 3400 · first AC: 2022-02-19 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[gyh20's solution](#)

1149.

1276F

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

Quality: 447 global accepts · Rating: 3400 · first AC: 2021-06-11 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures

[gyh20's solution](#)

1150.

1305G

[Kuron and Antihype](#) · [Tutorial](#)

Quality: 1,383 global accepts · Rating: 3500 · first AC: 2022-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, dsu, graphs

[gyh20's solution](#)

1151.

1464F

[My Beautiful Madness](#) · [Tutorial](#)

Quality: 443 global accepts · Rating: 3500 · first AC: 2022-08-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees
[gyh20's solution](#)

1152.

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2022-07-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures
[gyh20's solution](#)

1153.

1450G

[Communism](#) · [Tutorial](#)

Quality: 349 global accepts · Rating: 3500 · first AC: 2022-07-12 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, trees
[gyh20's solution](#)

1154.

799F

[Beautiful fountains rows](#) · [Tutorial](#)

Quality: 516 global accepts · Rating: 3500 · first AC: 2022-07-02 · C++20 (GCC 11-64) (first AC) · Tags: data structures
[gyh20's solution](#)

1155.

1444E

[Finding the Vertex](#) · [Tutorial](#)

Quality: 169 global accepts · Rating: 3500 · first AC: 2022-06-27 · last AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, interactive, trees
[gyh20's solution](#)

1156.

1696H

[Maximum Product?](#) · [Tutorial](#)

Quality: 203 global accepts · Rating: 3500 · first AC: 2022-06-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, greedy, implementation, math, two pointers
[gyh20's solution](#)

1157.

1439E

[Cheat and Win](#) · [Tutorial](#)

Quality: 248 global accepts · Rating: 3500 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, data structures, games, trees
[gyh20's solution](#)

1158.

1434E

[A Convex Game](#) · [Tutorial](#)

Quality: 221 global accepts · Rating: 3500 · first AC: 2022-06-22 · C++20 (GCC 11-64) (first AC) · Tags: dsu, games
[gyh20's solution](#)

1159.

1428H

[Rotary Laser Lock](#) · [Tutorial](#)

Quality: 127 global accepts · Rating: 3500 · first AC: 2022-06-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive
[gyh20's solution](#)

1160.

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2022-06-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math
[gyh20's solution](#)

1161.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-06-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[gyh20's solution](#)

1162.

1534H

[Lost Nodes](#) · [Tutorial](#)

Quality: 255 global accepts · Rating: 3500 · first AC: 2022-06-06 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, graphs, interactive, sortings, trees

[gyh20's solution](#)

1163.

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[gyh20's solution](#)

1164.

1588F

[Jumping Through the Array](#) · [Tutorial](#)

Quality: 354 global accepts · Rating: 3500 · first AC: 2022-05-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, two pointers

[gyh20's solution](#)

1165.

1616G

[Just Add an Edge](#) · [Tutorial](#)

Quality: 424 global accepts · Rating: 3500 · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs

[gyh20's solution](#)

1166.

1637H

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

Quality: 572 global accepts · Rating: 3500 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, sortings

[gyh20's solution](#)

1167.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-28 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1168.

104008B

[Code With No Forces](#) · [Tutorial](#)

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

[gyh20's solution](#)

1169.

104008H

[Hysteretic Racing](#) · [Tutorial](#)

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

[gyh20's solution](#)

1170.

104008K

[Barrel Theory](#) · [Tutorial](#)

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

[gyh20's solution](#)

1171.

104008D

[Alice's Dolls](#) · [Tutorial](#)

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

[gyh20's solution](#)

1172.

104008G

[Group Homework](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1173.

104008L

[Largest Unique Wins](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1174.

104008C

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

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1175.

104008E

[Draw a triangle](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1176.

104008J

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

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1177.

104008M

[Youth Finale](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1178.

104008A

[Lily](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: —
[gyh20's solution](#)

1179.

1812F

[Factorization](#) · [Tutorial](#)

Quality: 1,334 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, number theory
[gyh20's solution](#)

1180.

1812J

[Unmysterious Language](#) · [Tutorial](#)

Quality: 6,290 global accepts · Rating: — · first AC: 2023-04-01 · Mysterious Language (first AC) · Tags: *special, constructive algorithms, strings
[gyh20's solution](#)

1181.

1812E

[Not a Geometry Problem](#) · [Tutorial](#)

Quality: 4,304 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, geometry, math
[gyh20's solution](#)

1182.

1812D

[Trivial Conjecture](#) · [Tutorial](#)

Quality: 4,901 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, constructive algorithms, math,

number theory

[gyh20's solution](#)

1183.

1812B

[Was it Rated?](#) · [Tutorial](#)

Quality: 6,059 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, brute force, implementation

[gyh20's solution](#)

1184.

1812A

[Are You a Robot?](#) · [Tutorial](#)

Quality: 14,337 global accepts · Rating: — · first AC: 2023-04-01 · C++20 (GCC 11-64) (first AC) · Tags: *special, expression parsing, strings

[gyh20's solution](#)

1185.

103698E

[Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1186.

103698F

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1187.

103698G

[Palinomial](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-16 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1188.

103427C

[Cards of Magic](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1189.

103427D

[Cross the Maze](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1190.

103427I

[Linear Fractional Transformation](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1191.

103427G

[Encoded Strings II](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1192.

103427H

[Line Graph Matching](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1193.

103427M

[String Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1194.

103427B

[Bitwise Exclusive-OR Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1195.

103427L

[Perfect Matchings](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1196.

103427J

[Luggage Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1197.

103427F

[Encoded Strings I](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1198.

103427E

[Edward Gaming, the Champion](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-12 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1199.

1662I

[Ice Cream Shop](#) · [Tutorial](#)

Quality: 2,468 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation, sortings

[gyh20's solution](#)

1200.

1662H

[Boundary](#) · [Tutorial](#)

Quality: 3,368 global accepts · Rating: — · first AC: 2022-04-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[gyh20's solution](#)

1201.

1662M

[Bottle Arrangements](#) · [Tutorial](#)

Quality: 3,877 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[gyh20's solution](#)

1202.

1662A

[Organizing SWERC](#) · [Tutorial](#)

Quality: 4,841 global accepts · Rating: — · first AC: 2022-04-24 · C++20 (GCC 11-64) (first AC) · Tags: brute force, implementation

[gyh20's solution](#)

1203.

1663B

[Mike's Sequence](#) · [Tutorial](#)

Quality: 3,570 global accepts · Rating: — · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special, divide and conquer, implementation, math

[gyh20's solution](#)

1204.

1663C

[P Ö! Verdon](#) [Tutorial](#)

Quality: 5,876 global accepts · Rating: — · first AC: 2022-04-01 · last AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: *special,

implementation, math

[gyh20's solution](#)

1205.

1663A

[Who Tested?](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: — · first AC: 2022-04-01 · Text (first AC) · Tags: *special, expression parsing, trees

[gyh20's solution](#)

1206.

103439D

[LIS Counting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1207.

103439B

[New Queries On Segment Deluxe](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1208.

103439L

[Primes and XOR? Nonsense](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1209.

103439E

[Flood Fill](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1210.

103439K

[Amazing Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1211.

103439C

[Counting Phenomenal Arrays](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1212.

103439G

[Replace Sort](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1213.

103439A

[ABC Legacy](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1214.

103439J

[Jason ABC](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1215.

103439I

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

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1216.

103439H

[Werewolves](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1217.

103439N

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

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1218.

103439F

[to Pay Respects](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1219.

1192B

[Dynamic Diameter](#) · [Tutorial](#)

Quality: 1,559 global accepts · Rating: — · first AC: 2022-02-18 · C++20 (GCC 11-64) (first AC) · Tags: *special, data structures, dfs and similar, divide and conquer, trees

[gyh20's solution](#)

1220.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · last AC: 2021-12-15 · C++20 (GCC 11-64) (first AC) · Tags: —

[gyh20's solution](#)

1221.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1222.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1223.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1224.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1225.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-15 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1226.

103428F

[Stone](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1227.

103428H

[city safety](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1228.

103428E

[CHASE!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1229.

103428G

[Shinyruo and KFC](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1230.

103428D

[Period](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1231.

103428M

[810975](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1232.

103428J

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

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1233.

103428A

[Goodbye, Ziyin!](#) · [Tutorial](#)

Rating: — · first AC: 2021-12-14 · C++14 (GCC 6-32) (first AC) · Tags: —

[gyh20's solution](#)

1234.

398B

[Painting The Wall](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: — · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: dp, probabilities

[gyh20's solution](#)

1235.

1029534

[School Contact Tracing](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[gyh20's solution](#)

1236.

1029533

[Taiga Tree](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[gyh20's solution](#)

1237.

1029532

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

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[gyh20's solution](#)

1238.

1029531

[Banner Display](#) · [Tutorial](#)

Rating: — · first AC: 2021-02-15 · GNU C++11 (first AC) · Tags: —

[gyh20's solution](#)

1239.

102411J

[Just the Last Digit](#) · [Tutorial](#)

Rating: — · first AC: 2020-08-30 · GNU C++11 (first AC) · Tags: —

[gyh20's solution](#)

1240.

1331D

[Again?](#) · [Tutorial](#)

Quality: 12,102 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: *special, implementation

[gyh20's solution](#)

1241.

1331B

[Limericks](#) · [Tutorial](#)

Quality: 7,160 global accepts · Rating: — · first AC: 2020-04-01 · last AC: 2020-04-03 · GNU C++11 (first AC) · Tags: *special, math, number theory

[gyh20's solution](#)

1242.

1331A

[Is it rated?](#) · [Tutorial](#)

Quality: 17,506 global accepts · Rating: — · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: *special

[gyh20's solution](#)