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Unique solved — hanyuwei

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

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Count: 318

- 1.**
1700A
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- 2.**
1220A
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- 3.**
1397A
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- 4.**
1466B
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- 5.**
1466A
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- 6.**
1408A
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- 7.**
1307A
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- 8.**
1284A
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- 9.**
1270A
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1244A
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11.

1131A

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12.

1106A

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13.

1091A

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14.

1080A

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15.

1072A

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16.

1064A

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18.

1017A

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19.

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20.

899A

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21.

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22.

1279A

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1110A

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24.

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25.

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26.

1025A

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1293B

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29.

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30.

1059A

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31.

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1700B

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33.

1293A

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34.

898B

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35.

1495A

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36.

1270B

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37.

1131C

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38.

1091B

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40.

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899B

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42.

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45.

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1307B

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47.

1279B

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48.

1064C

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49.

1059B

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50.

919C

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51.

899C

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52.

1293C

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53.

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54.

1456A

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55.

1375C

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56.

1320A

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57.

1284B

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58.

1270C

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1279C

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60.

1131B

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61.

1110B

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62.

1091C

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63.

1545A

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64.

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66.

1397B

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1466D

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68.

1408C

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70.

1340A

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71.

1338A

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72.

1307C

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73.

1110C

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74.

1106B

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75.

1106D

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76.

1080C

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77.

1072B

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78.

1397C

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79.

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80.

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81.

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82.

1349A

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83.

1336A

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84.

1290A

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85.

1284C

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86.

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87.

1059C

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88.

1041C

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89.

1025C

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90.

1025B

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91.

1017C

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92.

898E

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93.

1700C

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94.

1479A

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95.

1293D

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96.

1361A

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97.

1340B

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98.

1336B

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99.

1329B

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100.

1320B

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101.

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102.

1131F

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103.

1111B

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104.

1091D

[New Year and the Permutation Concatenation](#) · [Tutorial](#)

Quality: 7,476 global accepts · Rating: 1700 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[hanyuwei's solution](#)

105.

1041D

[Glider](#) · [Tutorial](#)

Quality: 6,423 global accepts · Rating: 1700 · first AC: 2018-09-16 · GNU C++11 (first AC) · Tags: binary search, data structures, two pointers

[hanyuwei's solution](#)

106.

1442B

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

Quality: 5,292 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, dsu,

greedy, implementation

[hanyuwei's solution](#)

107.

1442A

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

Quality: 9,720 global accepts · Rating: 1800 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[hanyuwei's solution](#)

108.

1397D

[Stoned Game](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: brute force, games, greedy, implementation

[hanyuwei's solution](#)

109.

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-13 · C++17 (GCC 9-64) (first AC) · Tags: brute force, hashing, implementation, math

[hanyuwei's solution](#)

110.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, math

[hanyuwei's solution](#)

111.

1338B

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

Quality: 9,523 global accepts · Rating: 1800 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, dfs and similar, greedy, math, trees

[hanyuwei's solution](#)

112.

1329A

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

Quality: 9,669 global accepts · Rating: 1800 · first AC: 2020-04-03 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[hanyuwei's solution](#)

113.

1290B

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

Quality: 7,156 global accepts · Rating: 1800 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, strings, two pointers

[hanyuwei's solution](#)

114.

1286B

[Numbers on Tree](#) · [Tutorial](#)

Quality: 5,468 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graphs, greedy, trees

[hanyuwei's solution](#)

115.

1286A

[Garland](#) · [Tutorial](#)

Quality: 9,647 global accepts · Rating: 1800 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, sortings

[hanyuwei's solution](#)

116.

1244D

[Paint the Tree](#) · [Tutorial](#)

Quality: 8,301 global accepts · Rating: 1800 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms,

dp, graphs, implementation, trees

[hanyuwei's solution](#)

117.

888E

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

Quality: 9,201 global accepts · Rating: 1800 · first AC: 2018-10-08 · GNU C++11 (first AC) · Tags: bitmasks, divide and conquer, meet-in-the-middle

[hanyuwei's solution](#)

118.

167B

[Wizards and Huge Prize](#) · [Tutorial](#)

Quality: 2,452 global accepts · Rating: 1800 · first AC: 2018-09-07 · GNU C++11 (first AC) · Tags: dp, math, probabilities

[hanyuwei's solution](#)

119.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[hanyuwei's solution](#)

120.

1545B

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

Quality: 6,762 global accepts · Rating: 1900 · first AC: 2021-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[hanyuwei's solution](#)

121.

1220D

[Alex and Julian](#) · [Tutorial](#)

Quality: 4,140 global accepts · Rating: 1900 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, math, number theory

[hanyuwei's solution](#)

122.

1479B1

[Painting the Array I](#) · [Tutorial](#)

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation

[hanyuwei's solution](#)

123.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[hanyuwei's solution](#)

124.

1404B

[Tree Tag](#) · [Tutorial](#)

Quality: 8,186 global accepts · Rating: 1900 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, games, trees

[hanyuwei's solution](#)

125.

1483B

[Playlist](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, implementation

[hanyuwei's solution](#)

126.

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: games, greedy

[hanyuwei's solution](#)

127.

1307D

[Cow and Fields](#) · [Tutorial](#)

Quality: 7,171 global accepts · Rating: 1900 · first AC: 2020-02-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, shortest paths, sortings

[hanyuwei's solution](#)

128.

1270D

[Strange Device](#) · [Tutorial](#)

Quality: 4,869 global accepts · Rating: 1900 · first AC: 2019-12-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, math, sortings

[hanyuwei's solution](#)

129.

1072D

[Minimum path](#) · [Tutorial](#)

Rating: 1900 · first AC: 2018-10-22 · GNU C++11 (first AC) · Tags: dfs and similar, dp, graphs, greedy, sortings

[hanyuwei's solution](#)

130.

1041E

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

Quality: 3,854 global accepts · Rating: 1900 · first AC: 2018-09-17 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, graphs, greedy

[hanyuwei's solution](#)

131.

1427D

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

Quality: 3,695 global accepts · Rating: 2000 · first AC: 2020-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation

[hanyuwei's solution](#)

132.

1416B

[Make Them Equal](#) · [Tutorial](#)

Quality: 6,687 global accepts · Rating: 2000 · first AC: 2020-12-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hanyuwei's solution](#)

133.

1458B

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

Quality: 4,102 global accepts · Rating: 2000 · first AC: 2020-12-19 · C++17 (GCC 7-32) (first AC) · Tags: dp

[hanyuwei's solution](#)

134.

1456B

[XOR-gun](#) · [Tutorial](#)

Rating: 2000 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math

[hanyuwei's solution](#)

135.

1349C

[Orac and Game of Life](#) · [Tutorial](#)

Quality: 4,820 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[hanyuwei's solution](#)

136.

1349B

[Orac and Medians](#) · [Tutorial](#)

Quality: 8,947 global accepts · Rating: 2000 · first AC: 2020-05-12 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hanyuwei's solution](#)

137.

1320C

[World of Darkraft: Battle for Azathoth](#) · [Tutorial](#)

Quality: 3,428 global accepts · Rating: 2000 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: brute force, data structures, sortings
[hanyuwei's solution](#)

138.

1244C

[The Football Season](#) · [Tutorial](#)

Quality: 8,295 global accepts · Rating: 2000 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, number theory
[hanyuwei's solution](#)

139.

1131D

[Gourmet choice](#) · [Tutorial](#)

Quality: 3,635 global accepts · Rating: 2000 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy
[hanyuwei's solution](#)

140.

1088D

[Ehab and another another xor problem](#) · [Tutorial](#)

Quality: 3,168 global accepts · Rating: 2000 · first AC: 2018-12-05 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive
[hanyuwei's solution](#)

141.

1080D

[Olga and magical square](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2000 · first AC: 2018-11-24 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation, math
[hanyuwei's solution](#)

142.

1479B2

[Painting the Array II](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 2100 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[hanyuwei's solution](#)

143.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy
[hanyuwei's solution](#)

144.

1466F

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

Quality: 3,060 global accepts · Rating: 2100 · first AC: 2020-12-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, greedy, math, sortings
[hanyuwei's solution](#)

145.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings
[hanyuwei's solution](#)

146.

1284D

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

Quality: 3,397 global accepts · Rating: 2100 · first AC: 2020-01-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, hashing, sortings
[hanyuwei's solution](#)

147.

1106E

[Lunar New Year and Red Envelopes](#) · [Tutorial](#)

Quality: 2,816 global accepts · Rating: 2100 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, dp
[hanyuwei's solution](#)

148.

894E

[Ralph and Mushrooms](#) · [Tutorial](#)

Quality: 3,090 global accepts · Rating: 2100 · first AC: 2018-11-07 · GNU C++11 (first AC) · Tags: dp, graphs
[hanyuwei's solution](#)

149.

919E

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

Quality: 2,434 global accepts · Rating: 2100 · first AC: 2018-01-31 · GNU C++11 (first AC) · Tags: chinese remainder theorem, math, number theory
[hanyuwei's solution](#)

150.

1220E

[Tourism](#) · [Tutorial](#)

Quality: 3,004 global accepts · Rating: 2200 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees
[hanyuwei's solution](#)

151.

1500B

[Two chandeliers](#) · [Tutorial](#)

Quality: 2,314 global accepts · Rating: 2200 · first AC: 2021-03-13 · last AC: 2021-03-14 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, chinese remainder theorem, math, number theory
[hanyuwei's solution](#)

152.

1456C

[New Game Plus!](#) · [Tutorial](#)

Rating: 2200 · first AC: 2020-11-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, sortings
[hanyuwei's solution](#)

153.

1336C

[Kaavi and Magic Spell](#) · [Tutorial](#)

Quality: 4,085 global accepts · Rating: 2200 · first AC: 2020-04-16 · GNU C++11 (first AC) · Tags: dp, strings
[hanyuwei's solution](#)

154.

1338C

[Perfect Triples](#) · [Tutorial](#)

Quality: 3,440 global accepts · Rating: 2200 · first AC: 2020-04-12 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, math
[hanyuwei's solution](#)

155.

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2019-06-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs
[hanyuwei's solution](#)

156.

1293E

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

Rating: 2300 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, greedy, trees
[hanyuwei's solution](#)

157.

1404C

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

Quality: 3,050 global accepts · Rating: 2300 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers

[hanyuwei's solution](#)

158.

1495C

[Garden of the Sun](#) · [Tutorial](#)

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2021-03-10 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs

[hanyuwei's solution](#)

159.

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2020-05-28 · GNU C++11 (first AC) · Tags: combinatorics, fft, math

[hanyuwei's solution](#)

160.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2020-03-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs, hashing, math, number theory

[hanyuwei's solution](#)

161.

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2019-10-08 · GNU C++11 (first AC) · Tags: data structures, dsu, trees

[hanyuwei's solution](#)

162.

510E

[Fox And Dinner](#) · [Tutorial](#)

Quality: 2,423 global accepts · Rating: 2300 · first AC: 2019-09-20 · GNU C++11 (first AC) · Tags: flows

[hanyuwei's solution](#)

163.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,020 global accepts · Rating: 2300 · first AC: 2019-06-20 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths

[hanyuwei's solution](#)

164.

49E

[Common ancestor](#) · [Tutorial](#)

Quality: 798 global accepts · Rating: 2300 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: dp

[hanyuwei's solution](#)

165.

1442C

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

Quality: 2,004 global accepts · Rating: 2400 · first AC: 2021-05-24 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, shortest paths

[hanyuwei's solution](#)

166.

1483D

[Useful Edges](#) · [Tutorial](#)

Rating: 2400 · first AC: 2021-03-21 · C++17 (GCC 9-64) (first AC) · Tags: dp, graphs, shortest paths

[hanyuwei's solution](#)

167.

1329C

[Brazil Likes Heap](#) · [Tutorial](#)

Quality: 1,804 global accepts · Rating: 2400 · first AC: 2020-04-04 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures,

greedy, implementation

[hanyuwei's solution](#)

168.

1286C1

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

Quality: 1,579 global accepts · Rating: 2400 · first AC: 2020-01-05 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[hanyuwei's solution](#)

169.

1106F

[Lunar New Year and a Recursive Sequence](#) · [Tutorial](#)

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2019-02-01 · last AC: 2019-10-15 · GNU C++11 (first AC) · Tags: math, matrices, number theory

[hanyuwei's solution](#)

170.

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2019-10-13 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[hanyuwei's solution](#)

171.

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2019-10-11 · GNU C++11 (first AC) · Tags: data structures, sortings

[hanyuwei's solution](#)

172.

1083E

[The Fair Nut and Rectangles](#) · [Tutorial](#)

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2018-12-11 · GNU C++11 (first AC) · Tags: data structures, dp, geometry

[hanyuwei's solution](#)

173.

869E

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

Quality: 2,061 global accepts · Rating: 2400 · first AC: 2018-10-15 · GNU C++11 (first AC) · Tags: data structures, hashing

[hanyuwei's solution](#)

174.

1479C

[Continuous City](#) · [Tutorial](#)

Quality: 1,443 global accepts · Rating: 2500 · first AC: 2021-05-20 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms

[hanyuwei's solution](#)

175.

1117G

[Recursive Queries](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2500 · first AC: 2021-04-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[hanyuwei's solution](#)

176.

1320D

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

Quality: 1,692 global accepts · Rating: 2500 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: data structures, hashing, strings

[hanyuwei's solution](#)

177.

1381C

[Mastermind](#) · [Tutorial](#)

Quality: 1,710 global accepts · Rating: 2500 · first AC: 2020-07-22 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graph matchings, greedy, implementation, sortings, two pointers

[hanyuwei's solution](#)

178.

704B

[Ant Man](#) · [Tutorial](#)

Quality: 2,171 global accepts · Rating: 2500 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, greedy
[hanyuwei's solution](#)

179.

1045A

[Last chance](#) · [Tutorial](#)

Quality: 574 global accepts · Rating: 2500 · first AC: 2019-06-19 · GNU C++11 (first AC) · Tags: data structures, flows, graph matchings, graphs, trees
[hanyuwei's solution](#)

180.

1439B

[Graph Subset Problem](#) · [Tutorial](#)

Quality: 1,652 global accepts · Rating: 2600 · first AC: 2021-05-18 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, graphs
[hanyuwei's solution](#)

181.

1140F

[Extending Set of Points](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu
[hanyuwei's solution](#)

182.

1153F

[Serval and Bonus Problem](#) · [Tutorial](#)

Quality: 929 global accepts · Rating: 2600 · first AC: 2021-04-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, probabilities
[hanyuwei's solution](#)

183.

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-03-31 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy
[hanyuwei's solution](#)

184.

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers
[hanyuwei's solution](#)

185.

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2021-03-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees
[hanyuwei's solution](#)

186.

285E

[Positions in Permutations](#) · [Tutorial](#)

Quality: 1,294 global accepts · Rating: 2600 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math
[hanyuwei's solution](#)

187.

494C

[Helping People](#) · [Tutorial](#)

Quality: 958 global accepts · Rating: 2600 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities
[hanyuwei's solution](#)

188.

814E

[An unavoidable detour for home](#) · [Tutorial](#)

Quality: 725 global accepts · Rating: 2600 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths
[hanyuwei's solution](#)

189.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: dp, strings
[hanyuwei's solution](#)

190.

142D

[Help Shrek and Donkey 2](#) · [Tutorial](#)

Quality: 403 global accepts · Rating: 2600 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: games
[hanyuwei's solution](#)

191.

248E

[Piglet's Birthday](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, probabilities
[hanyuwei's solution](#)

192.

1466G

[Song of the Sirens](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2600 · first AC: 2020-12-31 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, hashing, math, string suffix structures, strings
[hanyuwei's solution](#)

193.

698D

[Limak and Shooting Points](#) · [Tutorial](#)

Quality: 581 global accepts · Rating: 2600 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, geometry, math
[hanyuwei's solution](#)

194.

568C

[New Language](#) · [Tutorial](#)

Quality: 947 global accepts · Rating: 2600 · first AC: 2020-01-30 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, greedy
[hanyuwei's solution](#)

195.

528C

[Data Center Drama](#) · [Tutorial](#)

Rating: 2600 · first AC: 2019-11-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs
[hanyuwei's solution](#)

196.

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs
[hanyuwei's solution](#)

197.

1090J

[Two Prefixes](#) · [Tutorial](#)

Quality: 604 global accepts · Rating: 2600 · first AC: 2019-06-27 · last AC: 2019-06-27 · GNU C++11 (first AC) · Tags: strings
[hanyuwei's solution](#)

198.

622F

[The Sum of the k-th Powers](#) · [Tutorial](#)

Quality: 4,942 global accepts · Rating: 2600 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: math

[hanyuwei's solution](#)

199.

917D

[Stranger Trees](#) · [Tutorial](#)

Quality: 1,469 global accepts · Rating: 2600 · first AC: 2018-12-24 · GNU C++11 (first AC) · Tags: dp, math, matrices, trees

[hanyuwei's solution](#)

200.

36E

[Two Paths](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2600 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, implementation

[hanyuwei's solution](#)

201.

724G

[Xor-matic Number of the Graph](#) · [Tutorial](#)

Quality: 1,515 global accepts · Rating: 2600 · first AC: 2018-12-07 · GNU C++11 (first AC) · Tags: bitmasks, graphs, math, number theory, trees

[hanyuwei's solution](#)

202.

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2021-06-28 · C++17 (GCC 9-64) (first AC) · Tags: math, matrices

[hanyuwei's solution](#)

203.

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2021-05-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

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204.

781E

[Andryusha and Nervous Barriers](#) · [Tutorial](#)

Rating: 2700 · first AC: 2021-05-09 · C++17 (GCC 9-64) (first AC) · Tags: data structures

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205.

1313E

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206.

113D

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Quality: 818 global accepts · Rating: 2700 · first AC: 2021-01-04 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices, probabilities

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207.

464D

[World of Darkraft - 2](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2700 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: dp, probabilities

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208.

906D

[Power Tower](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2700 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: chinese remainder theorem, math, number theory

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209.

513E2

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Quality: 652 global accepts · Rating: 2700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp

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210.

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2021-01-02 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

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211.

605E

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Quality: 1,547 global accepts · Rating: 2700 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: probabilities, shortest paths

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212.

578E

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213.

575A

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Quality: 863 global accepts · Rating: 2700 · first AC: 2019-10-28 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, matrices

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214.

576D

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Quality: 1,597 global accepts · Rating: 2700 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, matrices

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215.

985G

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Quality: 720 global accepts · Rating: 2700 · first AC: 2019-04-02 · GNU C++11 (first AC) · Tags: combinatorics

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216.

713D

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Quality: 1,359 global accepts · Rating: 2700 · first AC: 2018-10-16 · last AC: 2018-10-16 · GNU C++11 (first AC) · Tags: binary search, data structures

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217.

1442D

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Quality: 2,916 global accepts · Rating: 2800 · first AC: 2021-05-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[hanyuwei's solution](#)

218.

1404E

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Quality: 1,579 global accepts · Rating: 2800 · first AC: 2021-05-17 · C++17 (GCC 9-64) (first AC) · Tags: flows, graph matchings, graphs

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219.

722F

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Quality: 607 global accepts · Rating: 2800 · first AC: 2021-05-08 · C++17 (GCC 9-64) (first AC) · Tags: chinese remainder theorem, data

structures, implementation, number theory, two pointers

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220.

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[hanyuwei's solution](#)

221.

842E

[Nikita and game](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2800 · first AC: 2021-01-18 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, divide and conquer, graphs, trees

[hanyuwei's solution](#)

222.

600F

[Edge coloring of bipartite graph](#) · [Tutorial](#)

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: graphs

[hanyuwei's solution](#)

223.

757F

[Team Rocket Rises Again](#) · [Tutorial](#)

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2021-01-03 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[hanyuwei's solution](#)

224.

575I

[Robots protection](#) · [Tutorial](#)

Quality: 547 global accepts · Rating: 2800 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: data structures

[hanyuwei's solution](#)

225.

639E

[Bear and Paradox](#) · [Tutorial](#)

Quality: 617 global accepts · Rating: 2800 · first AC: 2020-02-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, sortings

[hanyuwei's solution](#)

226.

521D

[Shop](#) · [Tutorial](#)

Quality: 1,830 global accepts · Rating: 2800 · first AC: 2019-11-18 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[hanyuwei's solution](#)

227.

547E

[Mike and Friends](#) · [Tutorial](#)

Quality: 2,606 global accepts · Rating: 2800 · first AC: 2019-10-29 · C++17 (GCC 7-32) (first AC) · Tags: data structures, string suffix structures, strings, trees

[hanyuwei's solution](#)

228.

555E

[Case of Computer Network](#) · [Tutorial](#)

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees

[hanyuwei's solution](#)

229.

516D

[Brazil and Morning Exercise](#) · [Tutorial](#)

Quality: 1,528 global accepts · Rating: 2800 · first AC: 2019-10-22 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, dsu, trees, two pointers

[hanyuwei's solution](#)

230.

240E

[Road Repairs](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 2800 · first AC: 2019-02-12 · last AC: 2019-02-12 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, greedy

[hanyuwei's solution](#)

231.

613D

[Kingdom and its Cities](#) · [Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2019-01-20 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[hanyuwei's solution](#)

232.

187D

[BRT Contract](#) · [Tutorial](#)

Quality: 583 global accepts · Rating: 2800 · first AC: 2018-12-12 · GNU C++11 (first AC) · Tags: data structures

[hanyuwei's solution](#)

233.

1067E

[Random Forest Rank](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2800 · first AC: 2018-12-06 · GNU C++11 (first AC) · Tags: dp, graph matchings, math, trees

[hanyuwei's solution](#)

234.

997D

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Quality: 517 global accepts · Rating: 2900 · first AC: 2021-01-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, trees

[hanyuwei's solution](#)

235.

763E

[Timofey and our friends animals](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 2900 · first AC: 2021-01-23 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dsu

[hanyuwei's solution](#)

236.

478E

[Wavy numbers](#) · [Tutorial](#)

Quality: 253 global accepts · Rating: 2900 · first AC: 2021-01-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dfs and similar, meet-in-the-middle, sortings

[hanyuwei's solution](#)

237.

763D

[Timofey and a flat tree](#) · [Tutorial](#)

Quality: 646 global accepts · Rating: 2900 · first AC: 2021-01-18 · last AC: 2021-01-18 · C++17 (GCC 9-64) (first AC) · Tags: data structures, graphs, hashing, shortest paths, trees

[hanyuwei's solution](#)

238.

611G

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

Quality: 464 global accepts · Rating: 2900 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, two pointers

[hanyuwei's solution](#)

239.

886F

[Symmetric Projections](#) · [Tutorial](#)

Quality: 293 global accepts · Rating: 2900 · first AC: 2020-04-21 · GNU C++11 (first AC) · Tags: geometry

[hanyuwei's solution](#)

240.

708D

[Incorrect Flow](#) · [Tutorial](#)

Quality: 887 global accepts · Rating: 2900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: flows

[hanyuwei's solution](#)

241.

674F

[Bears and Juice](#) · [Tutorial](#)

Rating: 2900 · first AC: 2020-03-01 · GNU C++11 (first AC) · Tags: combinatorics, dp, meet-in-the-middle

[hanyuwei's solution](#)

242.

704C

[Black Widow](#) · [Tutorial](#)

Quality: 525 global accepts · Rating: 2900 · first AC: 2020-02-06 · C++17 (GCC 7-32) (first AC) · Tags: dp, graphs, implementation, math

[hanyuwei's solution](#)

243.

585E

[Present for Vitalik the Philatelist](#) · [Tutorial](#)

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[hanyuwei's solution](#)

244.

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2020-02-02 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math

[hanyuwei's solution](#)

245.

512D

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Quality: 1,135 global accepts · Rating: 2900 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, trees

[hanyuwei's solution](#)

246.

506C

[Mr. Kitayuta vs. Bamboos](#) · [Tutorial](#)

Rating: 2900 · first AC: 2019-10-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[hanyuwei's solution](#)

247.

103E

[Buying Sets](#) · [Tutorial](#)

Quality: 1,067 global accepts · Rating: 2900 · first AC: 2019-09-18 · GNU C++11 (first AC) · Tags: flows, graph matchings

[hanyuwei's solution](#)

248.

671D

[Roads in Yusland](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2900 · first AC: 2019-08-18 · GNU C++11 (first AC) · Tags: data structures, dp, greedy

[hanyuwei's solution](#)

249.

449E

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

Quality: 305 global accepts · Rating: 2900 · first AC: 2019-07-18 · GNU C++11 (first AC) · Tags: dp, math, number theory

[hanyuwei's solution](#)

250.

536D

[Tavas in Kansas](#) · [Tutorial](#)

Quality: 789 global accepts · Rating: 2900 · first AC: 2018-11-28 · GNU C++11 (first AC) · Tags: dp, games

[hanyuwei's solution](#)

251.

698F

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

Quality: 490 global accepts · Rating: 3000 · first AC: 2021-06-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, number theory
[hanyuwei's solution](#)

252.

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2021-04-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, graphs, greedy
[hanyuwei's solution](#)

253.

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2021-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, matrices
[hanyuwei's solution](#)

254.

566C

[Logistical Questions](#) · [Tutorial](#)

Quality: 883 global accepts · Rating: 3000 · first AC: 2021-04-28 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, trees
[hanyuwei's solution](#)

255.

997E

[Good Subsegments](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 3000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures
[hanyuwei's solution](#)

256.

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2021-04-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, two pointers
[hanyuwei's solution](#)

257.

859G

[Circle of Numbers](#) · [Tutorial](#)

Quality: 189 global accepts · Rating: 3000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: math
[hanyuwei's solution](#)

258.

335F

[Buy One, Get One Free](#) · [Tutorial](#)

Quality: 740 global accepts · Rating: 3000 · first AC: 2021-04-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy
[hanyuwei's solution](#)

259.

1097G

[Vladislav and a Great Legend](#) · [Tutorial](#)

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2021-03-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, trees
[hanyuwei's solution](#)

260.

429E

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

Quality: 978 global accepts · Rating: 3000 · first AC: 2021-03-02 · C++17 (GCC 9-64) (first AC) · Tags: graphs
[hanyuwei's solution](#)

261.

1252D

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Quality: 413 global accepts · Rating: 3000 · first AC: 2021-02-15 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, strings, trees
[hanyuwei's solution](#)

262.

1411F

[The Thorny Path](#) · [Tutorial](#)

Quality: 436 global accepts · Rating: 3000 · first AC: 2021-02-14 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[hanyuwei's solution](#)

263.

1267G

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Quality: 826 global accepts · Rating: 3000 · first AC: 2021-02-02 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities
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264.

1320E

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Quality: 1,075 global accepts · Rating: 3000 · first AC: 2021-01-25 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, dp, shortest paths, trees
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265.

573D

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Quality: 707 global accepts · Rating: 3000 · first AC: 2021-01-22 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp
[hanyuwei's solution](#)

266.

436F

[Banners](#) · [Tutorial](#)

Quality: 458 global accepts · Rating: 3000 · first AC: 2021-01-12 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp
[hanyuwei's solution](#)

267.

773E

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Quality: 509 global accepts · Rating: 3000 · first AC: 2021-01-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings
[hanyuwei's solution](#)

268.

464E

[The Classic Problem](#) · [Tutorial](#)

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2021-01-07 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths
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269.

568E

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Quality: 633 global accepts · Rating: 3000 · first AC: 2020-02-28 · GNU C++11 (first AC) · Tags: data structures, dp
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270.

504E

[Misha and LCP on Tree](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 3000 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, hashing, string suffix structures, trees
[hanyuwei's solution](#)

271.

603E

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Quality: 1,543 global accepts · Rating: 3000 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees
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272.

526F

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Quality: 3,408 global accepts · Rating: 3000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer
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273.

582E

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Quality: 547 global accepts · Rating: 3000 · first AC: 2020-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, expression parsing
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274.

1178G

[The Awesomest Vertex](#) · [Tutorial](#)

Quality: 600 global accepts · Rating: 3000 · first AC: 2020-01-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar
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275.

559E

[Gerald and Path](#) · [Tutorial](#)

Quality: 1,162 global accepts · Rating: 3000 · first AC: 2019-10-25 · C++17 (GCC 7-32) (first AC) · Tags: dp, sortings
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276.

506E

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Quality: 917 global accepts · Rating: 3000 · first AC: 2019-10-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, matrices, strings
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277.

453D

[Little Pony and Elements of Harmony](#) · [Tutorial](#)

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278.

765F

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279.

1168E

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Quality: 428 global accepts · Rating: 3100 · first AC: 2021-01-31 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[hanyuwei's solution](#)

280.

1188D

[Make Equal](#) · [Tutorial](#)

Quality: 909 global accepts · Rating: 3100 · first AC: 2021-01-30 · C++17 (GCC 9-64) (first AC) · Tags: dp
[hanyuwei's solution](#)

281.

446E

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[hanyuwei's solution](#)

282.

809E

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Quality: 855 global accepts · Rating: 3100 · first AC: 2021-01-06 · C++17 (GCC 7-32) (first AC) · Tags: divide and conquer, math, number theory, trees
[hanyuwei's solution](#)

283.

528E

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Quality: 227 global accepts · Rating: 3100 · first AC: 2020-04-01 · GNU C++11 (first AC) · Tags: geometry, sortings

[hanyuwei's solution](#)

284.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2020-02-29 · GNU C++11 (first AC) · Tags: binary search, data structures, dsu, trees

[hanyuwei's solution](#)

285.

516E

[Brazil and His Happy Friends](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 3100 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: math, number theory

[hanyuwei's solution](#)

286.

704D

[Captain America](#) · [Tutorial](#)

Quality: 1,010 global accepts · Rating: 3100 · first AC: 2020-02-21 · GNU C++11 (first AC) · Tags: flows, greedy

[hanyuwei's solution](#)

287.

626G

[Raffles](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 3100 · first AC: 2020-02-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, math

[hanyuwei's solution](#)

288.

587D

[Duff in Mafia](#) · [Tutorial](#)

Quality: 873 global accepts · Rating: 3100 · first AC: 2020-02-12 · C++17 (GCC 7-32) (first AC) · Tags: 2-sat, binary search

[hanyuwei's solution](#)

289.

521E

[Cycling City](#) · [Tutorial](#)

Quality: 1,194 global accepts · Rating: 3100 · first AC: 2020-02-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[hanyuwei's solution](#)

290.

947E

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

Rating: 3100 · first AC: 2019-08-07 · GNU C++11 (first AC) · Tags: fft, math, matrices

[hanyuwei's solution](#)

291.

438E

[The Child and Binary Tree](#) · [Tutorial](#)

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2019-01-02 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[hanyuwei's solution](#)

292.

1349D

[Slime and Biscuits](#) · [Tutorial](#)

Quality: 1,052 global accepts · Rating: 3200 · first AC: 2021-06-21 · C++17 (GCC 9-64) (first AC) · Tags: math, probabilities

[hanyuwei's solution](#)

293.

1025G

[Company Acquisitions](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 3200 · first AC: 2021-06-20 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[hanyuwei's solution](#)

294.

578F

[Mirror Box](#) · [Tutorial](#)

Quality: 650 global accepts · Rating: 3200 · first AC: 2021-05-07 · C++17 (GCC 9-64) (first AC) · Tags: matrices, trees

[hanyuwei's solution](#)

295.

573E

[Bear and Bowling](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 3200 · first AC: 2021-03-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[hanyuwei's solution](#)

296.

494E

[Sharti](#) · [Tutorial](#)

Quality: 375 global accepts · Rating: 3200 · first AC: 2021-01-14 · GNU C++11 (first AC) · Tags: data structures, games

[hanyuwei's solution](#)

297.

643G

[Choosing Ads](#) · [Tutorial](#)

Quality: 1,161 global accepts · Rating: 3200 · first AC: 2020-07-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures

[hanyuwei's solution](#)

298.

611H

[New Year and Forgotten Tree](#) · [Tutorial](#)

Quality: 700 global accepts · Rating: 3200 · first AC: 2020-03-20 · GNU C++11 (first AC) · Tags: constructive algorithms, flows, graphs

[hanyuwei's solution](#)

299.

487E

[Tourists](#) · [Tutorial](#)

Quality: 2,839 global accepts · Rating: 3200 · first AC: 2018-12-13 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, trees

[hanyuwei's solution](#)

300.

1375H

[Set Merging](#) · [Tutorial](#)

Quality: 496 global accepts · Rating: 3300 · first AC: 2021-03-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, divide and conquer

[hanyuwei's solution](#)

301.

576E

[Painting Edges](#) · [Tutorial](#)

Quality: 1,508 global accepts · Rating: 3300 · first AC: 2020-04-10 · GNU C++11 (first AC) · Tags: binary search, data structures

[hanyuwei's solution](#)

302.

582D

[Number of Binominal Coefficients](#) · [Tutorial](#)

Quality: 739 global accepts · Rating: 3300 · first AC: 2020-02-27 · GNU C++11 (first AC) · Tags: dp, math, number theory

[hanyuwei's solution](#)

303.

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2020-01-10 · C++17 (GCC 7-32) (first AC) · Tags: string suffix structures, strings

[hanyuwei's solution](#)

304.

848E

[Days of Floral Colours](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 3400 · first AC: 2020-06-15 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, divide and conquer, dp, fft, math

[hanyuwei's solution](#)

305.

101879A

[Studying level curves](#) · [Tutorial](#)

Rating: — · first AC: 2021-07-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[hanyuwei's solution](#)

306.

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