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# Unique solved — houzhuyuan123

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1.

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6.

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7.

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9.

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1775A1

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**13.**

1758A

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1763A

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1740A

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1746B

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1746A

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1699A

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908A

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44.

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46.

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50.

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51.

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52.

1549A

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**66.**

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703A

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59A

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4A

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**84.**

1775A2

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85.

1758B

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86.

1771A

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87.

1732B

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88.

1735B

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89.

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91.

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92.

653A

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93.

1666D

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95.

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**98.**

1501B

[Napoleon Cake](#) · [Tutorial](#)

Quality: 21,076 global accepts · Rating: 900 · first AC: 2021-03-13 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: dp, implementation, sortings

[houzhiyuan123's solution](#)

**99.**

841A

[Generous Kefa](#) · [Tutorial](#)

Quality: 14,048 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, implementation

[houzhiyuan123's solution](#)

**100.**

765A

[Neverending competitions](#) · [Tutorial](#)

Quality: 9,560 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: implementation, math

[houzhiyuan123's solution](#)

**101.**

914A

[Perfect Squares](#) · [Tutorial](#)

Quality: 15,721 global accepts · Rating: 900 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[houzhiyuan123's solution](#)

**102.**

1468N

[Waste Sorting](#) · [Tutorial](#)

Quality: 9,119 global accepts · Rating: 900 · first AC: 2020-12-25 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: greedy, implementation

[houzhiyuan123's solution](#)

**103.**

2162B

[Beautiful String](#) · [Tutorial](#)

Quality: 27,906 global accepts · Rating: 1000 · first AC: 2025-10-28 · Python 3 (first AC) · Tags: brute force, constructive algorithms

[houzhiyuan123's solution](#)

**104.**

2147B

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

Quality: 16,959 global accepts · Rating: 1000 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

**105.**

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,912 global accepts · Rating: 1000 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[houzhiyuan123's solution](#)

**106.**

1916B

[Two Divisors](#) · [Tutorial](#)

Quality: 31,906 global accepts · Rating: 1000 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, number theory

[houzhiyuan123's solution](#)

## 107.

1804B

[Vaccination](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1000 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation

[houzhiyuan123's solution](#)

## 108.

1785A

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

Rating: 1000 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: greedy, sortings

[houzhiyuan123's solution](#)

## 109.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

## 110.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[houzhiyuan123's solution](#)

## 111.

1732A

[Bestie](#) · [Tutorial](#)

Quality: 17,539 global accepts · Rating: 1000 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math, number theory

[houzhiyuan123's solution](#)

## 112.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,913 global accepts · Rating: 1000 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, implementation

[houzhiyuan123's solution](#)

## 113.

1438B

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

Quality: 29,068 global accepts · Rating: 1000 · first AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[houzhiyuan123's solution](#)

## 114.

1465B

[Fair Numbers](#) · [Tutorial](#)

Rating: 1000 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[houzhiyuan123's solution](#)

## 115.

1569B

[Chess Tournament](#) · [Tutorial](#)

Quality: 19,862 global accepts · Rating: 1000 · first AC: 2021-11-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

## 116.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[houzhiyuan123's solution](#)

**117.**

1490B

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

Quality: 27,900 global accepts · Rating: 1000 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[houzhiyuan123's solution](#)

**118.**

691A

[Fashion in Berland](#) · [Tutorial](#)

Quality: 11,122 global accepts · Rating: 1000 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: implementation  
[houzhiyuan123's solution](#)

**119.**

909A

[Generate Login](#) · [Tutorial](#)

Quality: 10,364 global accepts · Rating: 1000 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: brute force, greedy, sortings  
[houzhiyuan123's solution](#)

**120.**

1020B

[Badge](#) · [Tutorial](#)

Quality: 25,124 global accepts · Rating: 1000 · first AC: 2020-11-03 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, graphs  
[houzhiyuan123's solution](#)

**121.**

1A

[Theatre Square](#) · [Tutorial](#)

Quality: 320,184 global accepts · Rating: 1000 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: math  
[houzhiyuan123's solution](#)

**122.**

2183B

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

Quality: 16,172 global accepts · Rating: 1100 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy  
[houzhiyuan123's solution](#)

**123.**

2162C

[Beautiful XOR](#) · [Tutorial](#)

Quality: 21,324 global accepts · Rating: 1100 · first AC: 2025-10-29 · Python 3 (first AC) · Tags: bitmasks, constructive algorithms, greedy  
[houzhiyuan123's solution](#)

**124.**

690A1

[Collective Mindsets \(easy\)](#) · [Tutorial](#)

Quality: 3,094 global accepts · Rating: 1100 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —  
[houzhiyuan123's solution](#)

**125.**

1827A

[Counting Orders](#) · [Tutorial](#)

Quality: 28,805 global accepts · Rating: 1100 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, sortings, two pointers  
[houzhiyuan123's solution](#)

**126.**

1731B

[Kill Demodogs](#) · [Tutorial](#)

Quality: 26,796 global accepts · Rating: 1100 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[houzhiyuan123's solution](#)

**127.**

1762B

[Make Array Good](#) · [Tutorial](#)

Quality: 18,617 global accepts · Rating: 1100 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, number theory, sortings

[houzhiyuan123's solution](#)

**128.**

1726B

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

Quality: 16,847 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[houzhiyuan123's solution](#)

**129.**

1706B

[Making Towers](#) · [Tutorial](#)

Quality: 17,484 global accepts · Rating: 1100 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[houzhiyuan123's solution](#)

**130.**

1626B

[Minor Reduction](#) · [Tutorial](#)

Quality: 23,935 global accepts · Rating: 1100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[houzhiyuan123's solution](#)

**131.**

1426C

[Increase and Copy](#) · [Tutorial](#)

Quality: 20,544 global accepts · Rating: 1100 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: binary search, constructive algorithms, math

[houzhiyuan123's solution](#)

**132.**

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,398 global accepts · Rating: 1100 · first AC: 2021-02-23 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: data structures, greedy, math

[houzhiyuan123's solution](#)

**133.**

1490C

[Sum of Cubes](#) · [Tutorial](#)

Quality: 38,824 global accepts · Rating: 1100 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: binary search, brute force, math

[houzhiyuan123's solution](#)

**134.**

675A

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

Quality: 15,575 global accepts · Rating: 1100 · first AC: 2021-02-08 · last AC: 2021-02-08 · GNU C++11 (first AC) · Tags: math

[houzhiyuan123's solution](#)

**135.**

2190A

[Sorting Game](#) · [Tutorial](#)

Quality: 17,134 global accepts · Rating: 1200 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, games, greedy

[houzhiyuan123's solution](#)

**136.**

2135A

[Against the Difference](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1200 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**137.**

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,763 global accepts · Rating: 1200 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**138.**

1934B

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

Quality: 22,014 global accepts · Rating: 1200 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, math  
[houzhiyuan123's solution](#)

**139.**

1916C

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

Quality: 19,882 global accepts · Rating: 1200 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, implementation, math  
[houzhiyuan123's solution](#)

**140.**

1792B

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

Quality: 24,141 global accepts · Rating: 1200 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math  
[houzhiyuan123's solution](#)

**141.**

1763B

[Incinerate](#) · [Tutorial](#)

Quality: 16,407 global accepts · Rating: 1200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, implementation, math, sortings  
[houzhiyuan123's solution](#)

**142.**

1642C

[Great Sequence](#) · [Tutorial](#)

Rating: 1200 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings  
[houzhiyuan123's solution](#)

**143.**

1736B

[Playing with GCD](#) · [Tutorial](#)

Quality: 20,255 global accepts · Rating: 1200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory  
[houzhiyuan123's solution](#)

**144.**

1734C

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

Quality: 28,630 global accepts · Rating: 1200 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math  
[houzhiyuan123's solution](#)

**145.**

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,790 global accepts · Rating: 1200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: greedy, implementation, sortings  
[houzhiyuan123's solution](#)

**146.**

908B

[New Year and Buggy Bot](#) · [Tutorial](#)

Quality: 7,902 global accepts · Rating: 1200 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation  
[houzhiyuan123's solution](#)

**147.**

1017B

[The Bits](#) · [Tutorial](#)

Quality: 9,623 global accepts · Rating: 1200 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math  
[houzhiyuan123's solution](#)

**148.**

1363A

[Odd Selection](#) · [Tutorial](#)

Quality: 40,395 global accepts · Rating: 1200 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation, math

[houzhiyuan123's solution](#)

**149.**

1437B

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

Quality: 20,852 global accepts · Rating: 1200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[houzhiyuan123's solution](#)

**150.**

1586B

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

Rating: 1200 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, trees

[houzhiyuan123's solution](#)

**151.**

1553C

[Penalty](#) · [Tutorial](#)

Quality: 19,803 global accepts · Rating: 1200 · first AC: 2021-07-22 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: bitmasks, brute force, dp, greedy

[houzhiyuan123's solution](#)

**152.**

1530C

[Pursuit](#) · [Tutorial](#)

Quality: 15,576 global accepts · Rating: 1200 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: binary search, brute force, greedy, sortings

[houzhiyuan123's solution](#)

**153.**

701B

[Cells Not Under Attack](#) · [Tutorial](#)

Quality: 12,541 global accepts · Rating: 1200 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: data structures, math

[houzhiyuan123's solution](#)

**154.**

1495A

[Diamond Miner](#) · [Tutorial](#)

Quality: 17,877 global accepts · Rating: 1200 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: geometry, greedy, math, sortings

[houzhiyuan123's solution](#)

**155.**

1487B

[Cat Cycle](#) · [Tutorial](#)

Quality: 28,683 global accepts · Rating: 1200 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: math, number theory

[houzhiyuan123's solution](#)

**156.**

1490D

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

Quality: 21,674 global accepts · Rating: 1200 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, implementation

[houzhiyuan123's solution](#)

**157.**

743A

[Vladik and flights](#) · [Tutorial](#)

Quality: 11,729 global accepts · Rating: 1200 · first AC: 2021-02-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation

[houzhiyuan123's solution](#)

**158.**

63B

[Settlers' Training](#) · [Tutorial](#)

Quality: 5,211 global accepts · Rating: 1200 · first AC: 2020-07-30 · last AC: 2020-07-30 · GNU C++11 (first AC) · Tags: implementation

[houzhiyuan123's solution](#)

**159.**

2206K

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

Quality: 1,423 global accepts · Rating: 1300 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search  
[houzhiyuan123's solution](#)

**160.**

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,109 global accepts · Rating: 1300 · first AC: 2025-11-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy  
[houzhiyuan123's solution](#)

**161.**

2101A

[Mex in the Grid](#) · [Tutorial](#)

Quality: 13,428 global accepts · Rating: 1300 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation  
[houzhiyuan123's solution](#)

**162.**

1981B

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

Quality: 16,432 global accepts · Rating: 1300 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, math  
[houzhiyuan123's solution](#)

**163.**

1889A

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

Quality: 15,321 global accepts · Rating: 1300 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation  
[houzhiyuan123's solution](#)

**164.**

1775B

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

Quality: 20,735 global accepts · Rating: 1300 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms  
[houzhiyuan123's solution](#)

**165.**

1746C

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

Quality: 14,100 global accepts · Rating: 1300 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[houzhiyuan123's solution](#)

**166.**

1736C1

[Good Subarrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 16,529 global accepts · Rating: 1300 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, schedules, two pointers  
[houzhiyuan123's solution](#)

**167.**

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,751 global accepts · Rating: 1300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures  
[houzhiyuan123's solution](#)

**168.**

1209B

[Koala and Lights](#) · [Tutorial](#)

Quality: 8,515 global accepts · Rating: 1300 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: implementation, math, number theory  
[houzhiyuan123's solution](#)

**169.**

653B

[Bear and Compressing](#) · [Tutorial](#)

Quality: 5,335 global accepts · Rating: 1300 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, dp, strings

[houzhiyuan123's solution](#)

**170.**

1615B

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

Quality: 17,914 global accepts · Rating: 1300 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy, math

[houzhiyuan123's solution](#)

**171.**

1553B

[Reverse String](#) · [Tutorial](#)

Quality: 15,481 global accepts · Rating: 1300 · first AC: 2021-07-23 · GNU C++11 (first AC) · Tags: brute force, dp, hashing, implementation, strings

[houzhiyuan123's solution](#)

**172.**

1401C

[Mere Array](#) · [Tutorial](#)

Quality: 26,834 global accepts · Rating: 1300 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory, sortings

[houzhiyuan123's solution](#)

**173.**

1420C1

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

Quality: 18,975 global accepts · Rating: 1300 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[houzhiyuan123's solution](#)

**174.**

814B

[An express train to reveries](#) · [Tutorial](#)

Quality: 5,883 global accepts · Rating: 1300 · first AC: 2020-08-24 · last AC: 2020-08-24 · GNU C++11 (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

**175.**

171D

[Broken checker](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1300 · first AC: 2020-04-17 · GNU C++11 (first AC) · Tags: \*special, brute force

[houzhiyuan123's solution](#)

**176.**

2190B1

[Sub-RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1400 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, greedy, strings, two pointers

[houzhiyuan123's solution](#)

**177.**

2162D

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

Quality: 12,361 global accepts · Rating: 1400 · first AC: 2025-10-29 · Python 3 (first AC) · Tags: binary search, interactive

[houzhiyuan123's solution](#)

**178.**

2097A

[Sports Betting](#) · [Tutorial](#)

Quality: 8,582 global accepts · Rating: 1400 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: 2-sat, brute force, math, sortings

[houzhiyuan123's solution](#)

**179.**

1887A1

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

Rating: 1400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, sortings

[houzhiyuan123's solution](#)

**180.**

1103A

[Grid game](#) · [Tutorial](#)

Quality: 10,598 global accepts · Rating: 1400 · first AC: 2023-10-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, implementation

[houzhiyuan123's solution](#)

**181.**

1830A

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

Quality: 20,318 global accepts · Rating: 1400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, trees

[houzhiyuan123's solution](#)

**182.**

1854A1

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

Quality: 15,890 global accepts · Rating: 1400 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math

[houzhiyuan123's solution](#)

**183.**

1758C

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

Quality: 15,260 global accepts · Rating: 1400 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: greedy, number theory

[houzhiyuan123's solution](#)

**184.**

1771B

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

Quality: 21,330 global accepts · Rating: 1400 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dp, two pointers

[houzhiyuan123's solution](#)

**185.**

1762C

[Binary Strings are Fun](#) · [Tutorial](#)

Quality: 10,165 global accepts · Rating: 1400 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**186.**

1740C

[Bricks and Bags](#) · [Tutorial](#)

Quality: 12,334 global accepts · Rating: 1400 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, greedy, sortings

[houzhiyuan123's solution](#)

**187.**

1733D1

[Zero-One \(Easy Version\)](#) · [Tutorial](#)

Quality: 15,031 global accepts · Rating: 1400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[houzhiyuan123's solution](#)

**188.**

1735C

[Phase Shift](#) · [Tutorial](#)

Quality: 10,933 global accepts · Rating: 1400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, implementation, strings

[houzhiyuan123's solution](#)

**189.**

1706C

[Qpwoeirut And The City](#) · [Tutorial](#)

Quality: 16,143 global accepts · Rating: 1400 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy, implementation  
[houzhiyuan123's solution](#)

**190.**

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math  
[houzhiyuan123's solution](#)

**191.**

1628A

[Meximum Array](#) · [Tutorial](#)

Quality: 16,984 global accepts · Rating: 1400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, implementation, math, two pointers  
[houzhiyuan123's solution](#)

**192.**

445B

[DZY Loves Chemistry](#) · [Tutorial](#)

Quality: 14,760 global accepts · Rating: 1400 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, greedy  
[houzhiyuan123's solution](#)

**193.**

1629C

[Meximum Array](#) · [Tutorial](#)

Rating: 1400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math, two pointers  
[houzhiyuan123's solution](#)

**194.**

1363B

[Subsequence Hate](#) · [Tutorial](#)

Quality: 26,123 global accepts · Rating: 1400 · first AC: 2021-11-10 · C++14 (GCC 6-32) (first AC) · Tags: implementation, strings  
[houzhiyuan123's solution](#)

**195.**

1573B

[Swaps](#) · [Tutorial](#)

Quality: 15,574 global accepts · Rating: 1400 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, sortings  
[houzhiyuan123's solution](#)

**196.**

1549C

[Web of Lies](#) · [Tutorial](#)

Rating: 1400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy  
[houzhiyuan123's solution](#)

**197.**

359B

[Permutation](#) · [Tutorial](#)

Quality: 8,707 global accepts · Rating: 1400 · first AC: 2021-08-18 · last AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, math  
[houzhiyuan123's solution](#)

**198.**

538B

[Quasi Binary](#) · [Tutorial](#)

Quality: 19,332 global accepts · Rating: 1400 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[houzhiyuan123's solution](#)

**199.**

1490E

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

Quality: 20,994 global accepts · Rating: 1400 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy  
[houzhiyuan123's solution](#)

**200.**

1468C

[Berpizza](#) · [Tutorial](#)

Quality: 10,492 global accepts · Rating: 1400 · first AC: 2020-12-25 · last AC: 2020-12-28 · GNU C++11 (first AC) · Tags: data structures, implementation  
[houzhiyuan123's solution](#)

**201.**

1425F

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

Quality: 7,171 global accepts · Rating: 1400 · first AC: 2020-11-23 · GNU C++11 (first AC) · Tags: interactive  
[houzhiyuan123's solution](#)

**202.**

1427B

[Chess Cheater](#) · [Tutorial](#)

Quality: 11,458 global accepts · Rating: 1400 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings  
[houzhiyuan123's solution](#)

**203.**

1365C

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

Quality: 24,980 global accepts · Rating: 1400 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation  
[houzhiyuan123's solution](#)

**204.**

2183D1

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

Quality: 8,852 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees  
[houzhiyuan123's solution](#)

**205.**

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,669 global accepts · Rating: 1500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers  
[houzhiyuan123's solution](#)

**206.**

2147C

[Rabbits](#) · [Tutorial](#)

Quality: 9,742 global accepts · Rating: 1500 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, implementation  
[houzhiyuan123's solution](#)

**207.**

1436C

[Binary Search](#) · [Tutorial](#)

Quality: 11,668 global accepts · Rating: 1500 · first AC: 2023-10-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics  
[houzhiyuan123's solution](#)

**208.**

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy  
[houzhiyuan123's solution](#)

**209.**

1804C

[Pull Your Luck](#) · [Tutorial](#)

Quality: 13,833 global accepts · Rating: 1500 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy, math, number theory

[houzhiyuan123's solution](#)

**210.**

1792C

[Min Max Sort](#) · [Tutorial](#)

Quality: 16,757 global accepts · Rating: 1500 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, greedy, math, two pointers

[houzhiyuan123's solution](#)

**211.**

1765K

[Torus Path](#) · [Tutorial](#)

Quality: 6,760 global accepts · Rating: 1500 · first AC: 2022-11-27 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[houzhiyuan123's solution](#)

**212.**

1740D

[Knowledge Cards](#) · [Tutorial](#)

Quality: 9,057 global accepts · Rating: 1500 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures

[houzhiyuan123's solution](#)

**213.**

1732D1

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

Quality: 9,901 global accepts · Rating: 1500 · first AC: 2022-10-23 · last AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation, number theory

[houzhiyuan123's solution](#)

**214.**

908C

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

Quality: 7,202 global accepts · Rating: 1500 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, geometry, implementation, math

[houzhiyuan123's solution](#)

**215.**

1209C

[Paint the Digits](#) · [Tutorial](#)

Quality: 7,860 global accepts · Rating: 1500 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[houzhiyuan123's solution](#)

**216.**

91B

[Queue](#) · [Tutorial](#)

Quality: 7,734 global accepts · Rating: 1500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures

[houzhiyuan123's solution](#)

**217.**

274A

[k-Multiple Free Set](#) · [Tutorial](#)

Quality: 10,812 global accepts · Rating: 1500 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings

[houzhiyuan123's solution](#)

**218.**

580C

[Kefa and Park](#) · [Tutorial](#)

Quality: 55,458 global accepts · Rating: 1500 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[houzhiyuan123's solution](#)

**219.**

1499C

[Minimum Grid Path](#) · [Tutorial](#)

Quality: 13,419 global accepts · Rating: 1500 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math

[houzhiyuan123's solution](#)

**220.**

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation

[houzhiyuan123's solution](#)

**221.**

743C

[Vladik and fractions](#) · [Tutorial](#)

Quality: 13,402 global accepts · Rating: 1500 · first AC: 2021-08-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, math, number theory

[houzhiyuan123's solution](#)

**222.**

1553D

[Backspace](#) · [Tutorial](#)

Quality: 15,086 global accepts · Rating: 1500 · first AC: 2021-07-22 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: dp, greedy, strings, two pointers

[houzhiyuan123's solution](#)

**223.**

1418C

[Mortal Kombat Tower](#) · [Tutorial](#)

Quality: 28,132 global accepts · Rating: 1500 · first AC: 2021-03-26 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, shortest paths

[houzhiyuan123's solution](#)

**224.**

1409D

[Decrease the Sum of Digits](#) · [Tutorial](#)

Quality: 21,390 global accepts · Rating: 1500 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: greedy, math

[houzhiyuan123's solution](#)

**225.**

702B

[Powers of Two](#) · [Tutorial](#)

Quality: 13,631 global accepts · Rating: 1500 · first AC: 2021-03-15 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation, math

[houzhiyuan123's solution](#)

**226.**

1487D

[Pythagorean Triples](#) · [Tutorial](#)

Quality: 20,590 global accepts · Rating: 1500 · first AC: 2021-02-26 · GNU C++11 (first AC) · Tags: binary search, brute force, math, number theory

[houzhiyuan123's solution](#)

**227.**

1490F

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

Quality: 18,382 global accepts · Rating: 1500 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[houzhiyuan123's solution](#)

**228.**

1492C

[Maximum width](#) · [Tutorial](#)

Quality: 17,495 global accepts · Rating: 1500 · first AC: 2021-02-23 · last AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy, two pointers

[houzhiyuan123's solution](#)

**229.**

1340A

[Nastya and Strange Generator](#) · [Tutorial](#)

Quality: 13,691 global accepts · Rating: 1500 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, implementation

[houzhiyuan123's solution](#)

**230.**

553A

[Kyoya and Colored Balls](#) · [Tutorial](#)

Quality: 9,830 global accepts · Rating: 1500 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**231.**

997A

[Convert to Ones](#) · [Tutorial](#)

Quality: 8,663 global accepts · Rating: 1500 · first AC: 2020-08-04 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[houzhiyuan123's solution](#)

**232.**

1081C

[Colorful Bricks](#) · [Tutorial](#)

Quality: 8,558 global accepts · Rating: 1500 · first AC: 2020-05-26 · GNU C++11 (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**233.**

2A

[Winner](#) · [Tutorial](#)

Quality: 31,224 global accepts · Rating: 1500 · first AC: 2020-02-14 · GNU C++11 (first AC) · Tags: hashing, implementation

[houzhiyuan123's solution](#)

**234.**

1801A

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

Quality: 9,747 global accepts · Rating: 1600 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[houzhiyuan123's solution](#)

**235.**

1775C

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

Quality: 14,209 global accepts · Rating: 1600 · first AC: 2023-01-10 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, math

[houzhiyuan123's solution](#)

**236.**

1771C

[Hossam and Trainees](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 1600 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, number theory

[houzhiyuan123's solution](#)

**237.**

1698D

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

Quality: 12,084 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, interactive

[houzhiyuan123's solution](#)

**238.**

1017C

[The Phone Number](#) · [Tutorial](#)

Quality: 6,471 global accepts · Rating: 1600 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy

[houzhiyuan123's solution](#)

**239.**

1687A

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

Quality: 11,396 global accepts · Rating: 1600 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy  
[houzhiyuan123's solution](#)

**240.**

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2022-04-27 · last AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation

[houzhiyuan123's solution](#)

**241.**

1344A

[Hilbert's Hotel](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory, sortings

[houzhiyuan123's solution](#)

**242.**

788A

[Functions again](#) · [Tutorial](#)

Quality: 10,205 global accepts · Rating: 1600 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: dp, two pointers

[houzhiyuan123's solution](#)

**243.**

1503A

[Balance the Bits](#) · [Tutorial](#)

Quality: 14,607 global accepts · Rating: 1600 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[houzhiyuan123's solution](#)

**244.**

1528A

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

Quality: 18,987 global accepts · Rating: 1600 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, divide and conquer, dp, greedy, trees

[houzhiyuan123's solution](#)

**245.**

75C

[Modified GCD](#) · [Tutorial](#)

Quality: 15,648 global accepts · Rating: 1600 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, number theory

[houzhiyuan123's solution](#)

**246.**

954D

[Fight Against Traffic](#) · [Tutorial](#)

Quality: 7,899 global accepts · Rating: 1600 · first AC: 2021-02-19 · last AC: 2022-02-28 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, shortest paths

[houzhiyuan123's solution](#)

**247.**

1622C

[Set or Decrease](#) · [Tutorial](#)

Quality: 15,540 global accepts · Rating: 1600 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[houzhiyuan123's solution](#)

**248.**

1615C

[Menorah](#) · [Tutorial](#)

Quality: 9,195 global accepts · Rating: 1600 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, greedy, math

[houzhiyuan123's solution](#)

**249.**

1437D

[Minimal Height Tree](#) · [Tutorial](#)

Quality: 14,374 global accepts · Rating: 1600 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths, trees

[houzhiyuan123's solution](#)

**250.**

1530D

[Secret Santa](#) · [Tutorial](#)

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

[houzhiyuan123's solution](#)

**251.**

11B

[Jumping Jack](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1600 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: math

[houzhiyuan123's solution](#)

**252.**

1468K

[The Robot](#) · [Tutorial](#)

Quality: 5,604 global accepts · Rating: 1600 · first AC: 2020-12-25 · last AC: 2020-12-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[houzhiyuan123's solution](#)

**253.**

626C

[Block Towers](#) · [Tutorial](#)

Quality: 4,616 global accepts · Rating: 1600 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory

[houzhiyuan123's solution](#)

**254.**

722C

[Destroying Array](#) · [Tutorial](#)

Quality: 11,472 global accepts · Rating: 1600 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dsu

[houzhiyuan123's solution](#)

**255.**

1234D

[Distinct Characters Queries](#) · [Tutorial](#)

Quality: 18,587 global accepts · Rating: 1600 · first AC: 2020-07-21 · GNU C++11 (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**256.**

2206J

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

Quality: 1,008 global accepts · Rating: 1700 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**257.**

2147D

[Game on Array](#) · [Tutorial](#)

Quality: 7,488 global accepts · Rating: 1700 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy

[houzhiyuan123's solution](#)

**258.**

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,339 global accepts · Rating: 1700 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[houzhiyuan123's solution](#)

**259.**

1497E1

[Square-Free Division \(easy version\)](#) · [Tutorial](#)

Quality: 9,112 global accepts · Rating: 1700 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[houzhiyuan123's solution](#)

**260.**

1934C

[Find a Mine](#) · [Tutorial](#)

Quality: 8,073 global accepts · Rating: 1700 · first AC: 2024-03-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, geometry, greedy, interactive, math

[houzhiyuan123's solution](#)

**261.**

1916D

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

Quality: 9,774 global accepts · Rating: 1700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, math

[houzhiyuan123's solution](#)

**262.**

1889B

[Doremy's Connecting Plan](#) · [Tutorial](#)

Quality: 8,628 global accepts · Rating: 1700 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[houzhiyuan123's solution](#)

**263.**

1129A1

[Toy Train \(Simplified\)](#) · [Tutorial](#)

Quality: 3,944 global accepts · Rating: 1700 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[houzhiyuan123's solution](#)

**264.**

1829H

[Don't Blame Me](#) · [Tutorial](#)

Quality: 10,798 global accepts · Rating: 1700 · first AC: 2023-05-06 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[houzhiyuan123's solution](#)

**265.**

1792D

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

Quality: 8,039 global accepts · Rating: 1700 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, math, sortings

[houzhiyuan123's solution](#)

**266.**

1770C

[Koxia and Number Theory](#) · [Tutorial](#)

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[houzhiyuan123's solution](#)

**267.**

1731D

[Valiant's New Map](#) · [Tutorial](#)

Quality: 8,499 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, two pointers

[houzhiyuan123's solution](#)

**268.**

1731C

[Even Subarrays](#) · [Tutorial](#)

Quality: 12,135 global accepts · Rating: 1700 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, hashing, math, number theory

[houzhiyuan123's solution](#)

**269.**

1735D

[Meta-set](#) · [Tutorial](#)

Quality: 6,773 global accepts · Rating: 1700 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, data structures, hashing, math

[houzhiyuan123's solution](#)

**270.**

1706D1

[Chopping Carrots \(Easy Version\) · Tutorial](#)

Quality: 7,716 global accepts · Rating: 1700 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, number theory

[houzhiyuan123's solution](#)

**271.**

1702F

[Equate Multisets · Tutorial](#)

Quality: 9,450 global accepts · Rating: 1700 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy, math, number theory

[houzhiyuan123's solution](#)

**272.**

1699C

[The Third Problem · Tutorial](#)

Quality: 10,722 global accepts · Rating: 1700 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[houzhiyuan123's solution](#)

**273.**

1700C

[Helping the Nature · Tutorial](#)

Quality: 12,161 global accepts · Rating: 1700 · first AC: 2022-06-19 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[houzhiyuan123's solution](#)

**274.**

1687B

[Railway System · Tutorial](#)

Quality: 4,136 global accepts · Rating: 1700 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[houzhiyuan123's solution](#)

**275.**

1209D

[Cow and Snacks · Tutorial](#)

Quality: 10,728 global accepts · Rating: 1700 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[houzhiyuan123's solution](#)

**276.**

1628B

[Peculiar Movie Preferences · Tutorial](#)

Quality: 12,714 global accepts · Rating: 1700 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[houzhiyuan123's solution](#)

**277.**

1528B

[Kavi on Pairing Duty · Tutorial](#)

Quality: 10,664 global accepts · Rating: 1700 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**278.**

1629D

[Peculiar Movie Preferences · Tutorial](#)

Rating: 1700 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings

[houzhiyuan123's solution](#)

**279.**

1626C

[Monsters And Spells · Tutorial](#)

Quality: 11,809 global accepts · Rating: 1700 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, math, two pointers

[houzhiyuan123's solution](#)

**280.**

1543D1

[RPD and Rap Sheet \(Easy Version\) · Tutorial](#)

Quality: 8,000 global accepts · Rating: 1700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[houzhiyuan123's solution](#)

**281.**

427C

[Checkposts · Tutorial](#)

Quality: 16,900 global accepts · Rating: 1700 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, two pointers

[houzhiyuan123's solution](#)

**282.**

1586C

[Omkar and Determination · Tutorial](#)

Rating: 1700 · first AC: 2021-10-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp, greedy, implementation, two pointers

[houzhiyuan123's solution](#)

**283.**

126B

[Password · Tutorial](#)

Quality: 24,766 global accepts · Rating: 1700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, hashing, string suffix structures, strings

[houzhiyuan123's solution](#)

**284.**

850A

[Five Dimensional Points · Tutorial](#)

Quality: 3,381 global accepts · Rating: 1700 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, math

[houzhiyuan123's solution](#)

**285.**

219D

[Choosing Capital for Treeland · Tutorial](#)

Quality: 12,488 global accepts · Rating: 1700 · first AC: 2021-08-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, trees

[houzhiyuan123's solution](#)

**286.**

295B

[Greg and Graph · Tutorial](#)

Quality: 17,657 global accepts · Rating: 1700 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: dp, graphs, shortest paths

[houzhiyuan123's solution](#)

**287.**

2206H

[Reflect Sort · Tutorial](#)

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

[houzhiyuan123's solution](#)

**288.**

2101B

[Quartet Swapping · Tutorial](#)

Quality: 6,825 global accepts · Rating: 1800 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings

[houzhiyuan123's solution](#)

**289.**

1987D

[World is Mine · Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: dp, games

[houzhiyuan123's solution](#)

**290.**

1981C

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

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

[houzhiyuan123's solution](#)

**291.**

1912K

[Kim's Quest](#) · [Tutorial](#)

Quality: 4,200 global accepts · Rating: 1800 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[houzhiyuan123's solution](#)

**292.**

1129A2

[Toy Train](#) · [Tutorial](#)

Quality: 4,242 global accepts · Rating: 1800 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, greedy

[houzhiyuan123's solution](#)

**293.**

1005E1

[Median on Segments \(Permutations Edition\)](#) · [Tutorial](#)

Quality: 4,343 global accepts · Rating: 1800 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[houzhiyuan123's solution](#)

**294.**

1852B

[Imbalanced Arrays](#) · [Tutorial](#)

Quality: 5,460 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, math, sortings, two pointers

[houzhiyuan123's solution](#)

**295.**

1852A

[Ntarsis' Set](#) · [Tutorial](#)

Quality: 9,239 global accepts · Rating: 1800 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math, number theory

[houzhiyuan123's solution](#)

**296.**

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,546 global accepts · Rating: 1800 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, sortings

[houzhiyuan123's solution](#)

**297.**

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

[houzhiyuan123's solution](#)

**298.**

1750D

[Count GCD](#) · [Tutorial](#)

Quality: 7,363 global accepts · Rating: 1800 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math, number theory

[houzhiyuan123's solution](#)

**299.**

1758D

[Range = " Sum](#) [Tutorial](#)

Quality: 8,475 global accepts · Rating: 1800 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, math, two pointers

[houzhiyuan123's solution](#)

**300.**

1740E

[Hanging Hearts](#) · [Tutorial](#)

Quality: 5,075 global accepts · Rating: 1800 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dp, greedy, trees

[houzhiyuan123's solution](#)

**301.**

1732C1

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

Quality: 7,570 global accepts · Rating: 1800 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, greedy, two pointers

[houzhiyuan123's solution](#)

**302.**

1734D

[Slime Escape](#) · [Tutorial](#)

Quality: 7,051 global accepts · Rating: 1800 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, two pointers

[houzhiyuan123's solution](#)

**303.**

1720D1

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

Quality: 6,710 global accepts · Rating: 1800 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, strings, trees, two pointers

[houzhiyuan123's solution](#)

**304.**

913D

[Too Easy Problems](#) · [Tutorial](#)

Quality: 5,131 global accepts · Rating: 1800 · first AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings

[houzhiyuan123's solution](#)

**305.**

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[houzhiyuan123's solution](#)

**306.**

1666C

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

Quality: 3,701 global accepts · Rating: 1800 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry

[houzhiyuan123's solution](#)

**307.**

1221D

[Make The Fence Great Again](#) · [Tutorial](#)

Quality: 10,195 global accepts · Rating: 1800 · first AC: 2022-03-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**308.**

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation

[houzhiyuan123's solution](#)

**309.**

721C

[Journey](#) · [Tutorial](#)

Quality: 6,546 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs

[houzhiyuan123's solution](#)

**310.**

1572A

[Book](#) · [Tutorial](#)

Quality: 10,429 global accepts · Rating: 1800 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dp, graphs, implementation, sortings

[houzhiyuan123's solution](#)

**311.**

1517D

[Explorer Space](#) · [Tutorial](#)

Quality: 9,242 global accepts · Rating: 1800 · first AC: 2022-02-28 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, shortest paths

[houzhiyuan123's solution](#)

**312.**

1394A

[Boboniu Chats with Du](#) · [Tutorial](#)

Quality: 7,122 global accepts · Rating: 1800 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, two pointers

[houzhiyuan123's solution](#)

**313.**

1437C

[Chef Monocarp](#) · [Tutorial](#)

Quality: 12,186 global accepts · Rating: 1800 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, flows, graph matchings, greedy, math, sortings

[houzhiyuan123's solution](#)

**314.**

1573C

[Book](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graphs, implementation

[houzhiyuan123's solution](#)

**315.**

1549D

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

Rating: 1800 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, math, two pointers

[houzhiyuan123's solution](#)

**316.**

1586D

[Omkar and the Meaning of Life](#) · [Tutorial](#)

Rating: 1800 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[houzhiyuan123's solution](#)

**317.**

527D

[Cliques Problem](#) · [Tutorial](#)

Quality: 5,084 global accepts · Rating: 1800 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[houzhiyuan123's solution](#)

**318.**

911D

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

Quality: 5,107 global accepts · Rating: 1800 · first AC: 2021-08-07 · GNU C++11 (first AC) · Tags: brute force, math

[houzhiyuan123's solution](#)

**319.**

471D

[MUH and Cube Walls](#) · [Tutorial](#)

Quality: 10,275 global accepts · Rating: 1800 · first AC: 2021-07-27 · GNU C++11 (first AC) · Tags: string suffix structures, strings

[houzhiyuan123's solution](#)

**320.**

1500A

[Going Home](#) · [Tutorial](#)

Quality: 9,509 global accepts · Rating: 1800 · first AC: 2021-03-14 · last AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, hashing, implementation, math

[houzhiyuan123's solution](#)

**321.**

1491D

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

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

[houzhiyuan123's solution](#)

**322.**

49D

[Game](#) · [Tutorial](#)

Quality: 2,136 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, dp, implementation

[houzhiyuan123's solution](#)

**323.**

2190B2

[Sub-RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,179 global accepts · Rating: 1900 · first AC: 2026-01-19 · C++20 (GCC 13-64) (first AC) · Tags: dp, games, implementation, strings

[houzhiyuan123's solution](#)

**324.**

1495B

[Let's Go Hiking](#) · [Tutorial](#)

Quality: 6,333 global accepts · Rating: 1900 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy

[houzhiyuan123's solution](#)

**325.**

1313C2

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

Quality: 7,288 global accepts · Rating: 1900 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[houzhiyuan123's solution](#)

**326.**

1912D

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

Quality: 1,977 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**327.**

1912A

[Accumulator Apex](#) · [Tutorial](#)

Quality: 2,990 global accepts · Rating: 1900 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[houzhiyuan123's solution](#)

**328.**

1887B

[Time Travel](#) · [Tutorial](#)

Quality: 3,903 global accepts · Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, graphs, shortest paths

[houzhiyuan123's solution](#)

**329.**

1887A2

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

Rating: 1900 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, sortings

[houzhiyuan123's solution](#)

**330.**

1120A

[Diana and Liana](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 1900 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: greedy, implementation, two pointers  
[houzhiyuan123's solution](#)

**331.**

1854A2

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

Quality: 7,864 global accepts · Rating: 1900 · first AC: 2023-08-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[houzhiyuan123's solution](#)

**332.**

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs  
[houzhiyuan123's solution](#)

**333.**

1801C

[Music Festival](#) · [Tutorial](#)

Quality: 4,102 global accepts · Rating: 1900 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings  
[houzhiyuan123's solution](#)

**334.**

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation  
[houzhiyuan123's solution](#)

**335.**

1777D

[Score of a Tree](#) · [Tutorial](#)

Quality: 4,688 global accepts · Rating: 1900 · first AC: 2023-01-22 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dfs and similar, dp, math, probabilities, trees  
[houzhiyuan123's solution](#)

**336.**

1773A

[Amazing Trick](#) · [Tutorial](#)

Quality: 1,909 global accepts · Rating: 1900 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings, math, probabilities  
[houzhiyuan123's solution](#)

**337.**

1747D

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

Quality: 5,560 global accepts · Rating: 1900 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures  
[houzhiyuan123's solution](#)

**338.**

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy  
[houzhiyuan123's solution](#)

**339.**

1749D

[Counting Arrays](#) · [Tutorial](#)

Quality: 6,364 global accepts · Rating: 1900 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory  
[houzhiyuan123's solution](#)

**340.**

1739D

[Reset K Edges](#) · [Tutorial](#)

Quality: 6,236 global accepts · Rating: 1900 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, greedy, trees

[houzhiyuan123's solution](#)

### 341.

1746D

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

Quality: 5,115 global accepts · Rating: 1900 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, sortings, trees

[houzhiyuan123's solution](#)

### 342.

1715D

[2+ doors](#) · [Tutorial](#)

Quality: 6,085 global accepts · Rating: 1900 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, bitmasks, graphs, greedy

[houzhiyuan123's solution](#)

### 343.

540D

[Bad Luck Island](#) · [Tutorial](#)

Quality: 6,496 global accepts · Rating: 1900 · first AC: 2022-03-28 · last AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[houzhiyuan123's solution](#)

### 344.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[houzhiyuan123's solution](#)

### 345.

1701D

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

Quality: 6,269 global accepts · Rating: 1900 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[houzhiyuan123's solution](#)

### 346.

949C

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

Quality: 2,252 global accepts · Rating: 1900 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs

[houzhiyuan123's solution](#)

### 347.

1017D

[The Wu](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 1900 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, data structures

[houzhiyuan123's solution](#)

### 348.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[houzhiyuan123's solution](#)

### 349.

1700D

[River Locks](#) · [Tutorial](#)

Quality: 6,993 global accepts · Rating: 1900 · first AC: 2022-06-19 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: binary search, dp, greedy, math

[houzhiyuan123's solution](#)

### 350.

653C

[Bear and Up-Down](#) · [Tutorial](#)

Quality: 1,780 global accepts · Rating: 1900 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[houzhiyuan123's solution](#)

**351.**

9D

[How many trees?](#) · Tutorial

Quality: 4,504 global accepts · Rating: 1900 · first AC: 2022-02-28 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[houzhiyuan123's solution](#)

**352.**

1508A

[Binary Literature](#) · Tutorial

Quality: 6,671 global accepts · Rating: 1900 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, strings, two pointers

[houzhiyuan123's solution](#)

**353.**

914D

[Bash and a Tough Math Puzzle](#) · Tutorial

Quality: 6,384 global accepts · Rating: 1900 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory

[houzhiyuan123's solution](#)

**354.**

19B

[Checkout Assistant](#) · Tutorial

Quality: 5,823 global accepts · Rating: 1900 · first AC: 2022-02-21 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**355.**

566D

[Restructuring Company](#) · Tutorial

Quality: 3,951 global accepts · Rating: 1900 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[houzhiyuan123's solution](#)

**356.**

1242B

[0-1 MST](#) · Tutorial

Quality: 9,246 global accepts · Rating: 1900 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, sortings

[houzhiyuan123's solution](#)

**357.**

479E

[Riding in a Lift](#) · Tutorial

Quality: 5,625 global accepts · Rating: 1900 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**358.**

459E

[Pashmak and Graph](#) · Tutorial

Quality: 5,971 global accepts · Rating: 1900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings

[houzhiyuan123's solution](#)

**359.**

510D

[Fox And Jumping](#) · Tutorial

Quality: 6,413 global accepts · Rating: 1900 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, math

[houzhiyuan123's solution](#)

**360.**

930C

[Teodor is not a liar!](#) · Tutorial

Quality: 2,374 global accepts · Rating: 1900 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**361.**

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[houzhiyuan123's solution](#)

**362.**

961E

[Tufurama](#) · [Tutorial](#)

Quality: 4,234 global accepts · Rating: 1900 · first AC: 2021-08-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**363.**

750D

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

Quality: 3,168 global accepts · Rating: 1900 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: brute force, data structures, dfs and similar, dp, implementation

[houzhiyuan123's solution](#)

**364.**

448C

[Painting Fence](#) · [Tutorial](#)

Quality: 10,791 global accepts · Rating: 1900 · first AC: 2021-05-09 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy

[houzhiyuan123's solution](#)

**365.**

739B

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

Quality: 5,120 global accepts · Rating: 1900 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: binary search, data structures, dfs and similar, graphs, trees

[houzhiyuan123's solution](#)

**366.**

57C

[Array](#) · [Tutorial](#)

Quality: 4,005 global accepts · Rating: 1900 · first AC: 2021-04-12 · GNU C++11 (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**367.**

1490G

[Old Floppy Drive](#) · [Tutorial](#)

Quality: 6,186 global accepts · Rating: 1900 · first AC: 2021-02-24 · GNU C++11 (first AC) · Tags: binary search, data structures, math

[houzhiyuan123's solution](#)

**368.**

1492D

[Genius's Gambit](#) · [Tutorial](#)

Quality: 6,512 global accepts · Rating: 1900 · first AC: 2021-02-23 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[houzhiyuan123's solution](#)

**369.**

228E

[The Road to Berland is Paved With Good Intentions](#) · [Tutorial](#)

Quality: 2,815 global accepts · Rating: 1900 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs

[houzhiyuan123's solution](#)

**370.**

1155D

[Beautiful Array](#) · [Tutorial](#)

Quality: 7,719 global accepts · Rating: 1900 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[houzhiyuan123's solution](#)

**371.**

148E

[Porcelain](#) · [Tutorial](#)

Quality: 4,870 global accepts · Rating: 1900 · first AC: 2020-10-18 · GNU C++11 (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**372.**

1012C

[Hills](#) · [Tutorial](#)

Quality: 3,827 global accepts · Rating: 1900 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**373.**

1092F

[Tree with Maximum Cost](#) · [Tutorial](#)

Quality: 10,843 global accepts · Rating: 1900 · first AC: 2020-08-02 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**374.**

2178E

[Flatten or Concatenate](#) · [Tutorial](#)

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[houzhiyuan123's solution](#)

**375.**

2135C

[By the Assignment](#) · [Tutorial](#)

Quality: 3,886 global accepts · Rating: 2000 · first AC: 2025-09-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math

[houzhiyuan123's solution](#)

**376.**

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,985 global accepts · Rating: 2000 · first AC: 2025-07-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math, probabilities

[houzhiyuan123's solution](#)

**377.**

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[houzhiyuan123's solution](#)

**378.**

1951E

[No Palindromes](#) · [Tutorial](#)

Quality: 4,477 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, greedy, hashing, implementation, math, strings

[houzhiyuan123's solution](#)

**379.**

1951D

[Buying Jewels](#) · [Tutorial](#)

Quality: 6,299 global accepts · Rating: 2000 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[houzhiyuan123's solution](#)

**380.**

1889C1

[Doremy's Drying Plan \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,910 global accepts · Rating: 2000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[houzhiyuan123's solution](#)

**381.**

1129B

[Wrong Answer](#) · [Tutorial](#)

Quality: 2,331 global accepts · Rating: 2000 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms  
[houzhiyuan123's solution](#)

**382.**

1103B

[Game with modulo](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive  
[houzhiyuan123's solution](#)

**383.**

449B

[Jzzhu and Cities](#) · [Tutorial](#)

Quality: 10,593 global accepts · Rating: 2000 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: graphs, greedy, shortest paths  
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**384.**

1830B

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

Quality: 5,853 global accepts · Rating: 2000 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, math  
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**385.**

1827B1

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

Quality: 4,539 global accepts · Rating: 2000 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, dsu, greedy, trees, two pointers  
[houzhiyuan123's solution](#)

**386.**

1804D

[Accommodation](#) · [Tutorial](#)

Quality: 5,269 global accepts · Rating: 2000 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, greedy, implementation  
[houzhiyuan123's solution](#)

**387.**

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation  
[houzhiyuan123's solution](#)

**388.**

1763C

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

Quality: 7,800 global accepts · Rating: 2000 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy  
[houzhiyuan123's solution](#)

**389.**

1731E

[Graph Cost](#) · [Tutorial](#)

Quality: 3,484 global accepts · Rating: 2000 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy, math, number theory  
[houzhiyuan123's solution](#)

**390.**

1733D2

[Zero-One \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2000 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[houzhiyuan123's solution](#)

**391.**

1754E

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

Rating: 2000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[houzhiyuan123's solution](#)

**392.**

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2022-09-22 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[houzhiyuan123's solution](#)

**393.**

1716D

[Chip Move](#) · [Tutorial](#)

Quality: 6,136 global accepts · Rating: 2000 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math

[houzhiyuan123's solution](#)

**394.**

963B

[Destruction of a Tree](#) · [Tutorial](#)

Quality: 3,000 global accepts · Rating: 2000 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[houzhiyuan123's solution](#)

**395.**

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**396.**

1209G1

[Into Blocks \(easy version\)](#) · [Tutorial](#)

Quality: 3,953 global accepts · Rating: 2000 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dsu, greedy, implementation, two pointers

[houzhiyuan123's solution](#)

**397.**

1209E1

[Rotate Columns \(easy version\)](#) · [Tutorial](#)

Quality: 3,250 global accepts · Rating: 2000 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, brute force, dp, greedy, sortings

[houzhiyuan123's solution](#)

**398.**

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2022-04-18 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[houzhiyuan123's solution](#)

**399.**

401D

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

Quality: 4,571 global accepts · Rating: 2000 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, number theory

[houzhiyuan123's solution](#)

**400.**

1344B

[Monopole Magnets](#) · [Tutorial](#)

Quality: 6,354 global accepts · Rating: 2000 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs

[houzhiyuan123's solution](#)

**401.**

1190D

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

Quality: 2,684 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, sortings, two pointers

[houzhiyuan123's solution](#)

**402.**

920F

[SUM and REPLACE](#) · [Tutorial](#)

Quality: 8,599 global accepts · Rating: 2000 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dsu, number theory

[houzhiyuan123's solution](#)

**403.**

242E

[XOR on Segment](#) · [Tutorial](#)

Quality: 11,856 global accepts · Rating: 2000 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[houzhiyuan123's solution](#)

**404.**

388C

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

Quality: 3,818 global accepts · Rating: 2000 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: games, greedy, sortings

[houzhiyuan123's solution](#)

**405.**

797E

[Array Queries](#) · [Tutorial](#)

Quality: 5,608 global accepts · Rating: 2000 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[houzhiyuan123's solution](#)

**406.**

1642D

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

Rating: 2000 · first AC: 2022-02-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[houzhiyuan123's solution](#)

**407.**

1638D

[Big Brush](#) · [Tutorial](#)

Quality: 4,735 global accepts · Rating: 2000 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[houzhiyuan123's solution](#)

**408.**

478D

[Red-Green Towers](#) · [Tutorial](#)

Quality: 7,142 global accepts · Rating: 2000 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**409.**

1589D

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

Rating: 2000 · first AC: 2021-11-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, combinatorics, interactive, math

[houzhiyuan123's solution](#)

**410.**

1438C

[Engineer Artem](#) · [Tutorial](#)

Quality: 11,628 global accepts · Rating: 2000 · first AC: 2021-11-11 · last AC: 2021-11-11 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, chinese remainder theorem, constructive algorithms, fft, flows

[houzhiyuan123's solution](#)

**411.**

432D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 11,989 global accepts · Rating: 2000 · first AC: 2021-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[houzhiyuan123's solution](#)

**412.**

1223D

[Sequence Sorting](#) · [Tutorial](#)

Quality: 4,467 global accepts · Rating: 2000 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers

[houzhiyuan123's solution](#)

**413.**

1415D

[XOR-gun](#) · [Tutorial](#)

Quality: 6,165 global accepts · Rating: 2000 · first AC: 2021-10-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms

[houzhiyuan123's solution](#)

**414.**

852B

[Neural Network country](#) · [Tutorial](#)

Quality: 1,713 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[houzhiyuan123's solution](#)

**415.**

900D

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Quality: 3,789 global accepts · Rating: 2000 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

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**416.**

817E

[Choosing The Commander](#) · [Tutorial](#)

Quality: 3,716 global accepts · Rating: 2000 · first AC: 2021-09-15 · last AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees

[houzhiyuan123's solution](#)

**417.**

353D

[Queue](#) · [Tutorial](#)

Quality: 3,188 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp

[houzhiyuan123's solution](#)

**418.**

213C

[Relay Race](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2000 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**419.**

895C

[Square Subsets](#) · [Tutorial](#)

Quality: 7,347 global accepts · Rating: 2000 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, dp, math

[houzhiyuan123's solution](#)

**420.**

710E

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

Quality: 5,772 global accepts · Rating: 2000 · first AC: 2021-02-25 · GNU C++11 (first AC) · Tags: dfs and similar, dp

[houzhiyuan123's solution](#)

**421.**

938D

[Buy a Ticket](#) · [Tutorial](#)

Quality: 6,964 global accepts · Rating: 2000 · first AC: 2021-02-19 · GNU C++11 (first AC) · Tags: data structures, graphs, shortest paths  
[houzhiyuan123's solution](#)

**422.**

21B

[Intersection](#) · [Tutorial](#)

Quality: 1,583 global accepts · Rating: 2000 · first AC: 2021-02-18 · GNU C++11 (first AC) · Tags: implementation, math  
[houzhiyuan123's solution](#)

**423.**

461B

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

Quality: 7,020 global accepts · Rating: 2000 · first AC: 2020-11-27 · GNU C++11 (first AC) · Tags: dfs and similar, dp, trees  
[houzhiyuan123's solution](#)

**424.**

666B

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Quality: 2,391 global accepts · Rating: 2000 · first AC: 2020-08-27 · GNU C++11 (first AC) · Tags: graphs, shortest paths  
[houzhiyuan123's solution](#)

**425.**

899E

[Segments Removal](#) · [Tutorial](#)

Quality: 3,518 global accepts · Rating: 2000 · first AC: 2020-07-22 · GNU C++11 (first AC) · Tags: data structures, dsu, flows, implementation, two pointers  
[houzhiyuan123's solution](#)

**426.**

2183E

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Quality: 2,852 global accepts · Rating: 2100 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory  
[houzhiyuan123's solution](#)

**427.**

1555E

[Boring Segments](#) · [Tutorial](#)

Quality: 4,526 global accepts · Rating: 2100 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, sortings, trees, two pointers  
[houzhiyuan123's solution](#)

**428.**

1599H

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Quality: 1,276 global accepts · Rating: 2100 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: interactive, math  
[houzhiyuan123's solution](#)

**429.**

2160E

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Rating: 2100 · first AC: 2025-10-13 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, dp, greedy, implementation, two pointers  
[houzhiyuan123's solution](#)

**430.**

2135D1

[From the Unknown \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,436 global accepts · Rating: 2100 · first AC: 2025-09-17 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math  
[houzhiyuan123's solution](#)

**431.**

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,737 global accepts · Rating: 2100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[houzhiyuan123's solution](#)

**432.**

2115B

[Gellyfish and Camellia Japonica](#) · [Tutorial](#)

Quality: 3,973 global accepts · Rating: 2100 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, graphs, greedy, trees

[houzhiyuan123's solution](#)

**433.**

1975E

[Chain Queries](#) · [Tutorial](#)

Quality: 2,877 global accepts · Rating: 2100 · first AC: 2024-05-29 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dfs and similar, implementation, trees

[houzhiyuan123's solution](#)

**434.**

1942D

[Learning to Paint](#) · [Tutorial](#)

Quality: 3,347 global accepts · Rating: 2100 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dfs and similar, dp, greedy, implementation, sortings

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**435.**

1912B

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Quality: 1,438 global accepts · Rating: 2100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, math

[houzhiyuan123's solution](#)

**436.**

1832D1

[Red-Blue Operations \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,382 global accepts · Rating: 2100 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, greedy, implementation, math

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**437.**

1028D

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Quality: 1,822 global accepts · Rating: 2100 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy

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**438.**

1120C

[Compress String](#) · [Tutorial](#)

Quality: 2,445 global accepts · Rating: 2100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, strings

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**439.**

1801D

[The way home](#) · [Tutorial](#)

Quality: 2,863 global accepts · Rating: 2100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, graphs, greedy, shortest paths, sortings

[houzhiyuan123's solution](#)

**440.**

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

[houzhiyuan123's solution](#)

**441.**

1771D

[Hossam and \(sub-\)palindromic tree](#) · [Tutorial](#)

Quality: 3,215 global accepts · Rating: 2100 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dfs and similar, dp, strings, trees

[houzhiyuan123's solution](#)

**442.**

1762D

[GCD Queries](#) · [Tutorial](#)

Quality: 4,334 global accepts · Rating: 2100 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, interactive, number theory

[houzhiyuan123's solution](#)

**443.**

1761D

[Carry Bit](#) · [Tutorial](#)

Quality: 2,767 global accepts · Rating: 2100 · first AC: 2022-11-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**444.**

1732C2

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

Quality: 3,067 global accepts · Rating: 2100 · first AC: 2022-10-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy, implementation, two pointers

[houzhiyuan123's solution](#)

**445.**

1734E

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

Quality: 3,240 global accepts · Rating: 2100 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[houzhiyuan123's solution](#)

**446.**

525E

[Anya and Cubes](#) · [Tutorial](#)

Quality: 4,180 global accepts · Rating: 2100 · first AC: 2021-06-04 · last AC: 2022-07-09 · GNU C++11 (first AC) · Tags: binary search, bitmasks, brute force, dp, math, meet-in-the-middle

[houzhiyuan123's solution](#)

**447.**

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, graphs

[houzhiyuan123's solution](#)

**448.**

960D

[Full Binary Tree Queries](#) · [Tutorial](#)

Quality: 1,946 global accepts · Rating: 2100 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, implementation, trees

[houzhiyuan123's solution](#)

**449.**

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,628 global accepts · Rating: 2100 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[houzhiyuan123's solution](#)

**450.**

1553E

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

Quality: 3,773 global accepts · Rating: 2100 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, dsu, graphs, math

[houzhiyuan123's solution](#)

**451.**

1628D1

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

Quality: 3,698 global accepts · Rating: 2100 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math  
[houzhiyuan123's solution](#)

**452.**

601B

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

Quality: 2,423 global accepts · Rating: 2100 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[houzhiyuan123's solution](#)

**453.**

954F

[Runner's Problem](#) · [Tutorial](#)

Quality: 1,378 global accepts · Rating: 2100 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices, sortings  
[houzhiyuan123's solution](#)

**454.**

1666J

[Job Lookup](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2100 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, shortest paths, trees  
[houzhiyuan123's solution](#)

**455.**

1367F1

[Flying Sort \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, two pointers  
[houzhiyuan123's solution](#)

**456.**

474F

[Ant colony](#) · [Tutorial](#)

Quality: 11,594 global accepts · Rating: 2100 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory  
[houzhiyuan123's solution](#)

**457.**

1332E

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

Quality: 4,312 global accepts · Rating: 2100 · first AC: 2022-03-22 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math, matrices  
[houzhiyuan123's solution](#)

**458.**

1117D

[Magic Gems](#) · [Tutorial](#)

Quality: 5,215 global accepts · Rating: 2100 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices  
[houzhiyuan123's solution](#)

**459.**

1516D

[Cut](#) · [Tutorial](#)

Quality: 5,172 global accepts · Rating: 2100 · first AC: 2022-03-14 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, graphs, number theory, two pointers  
[houzhiyuan123's solution](#)

**460.**

620E

[New Year Tree](#) · [Tutorial](#)

Quality: 7,087 global accepts · Rating: 2100 · first AC: 2022-02-10 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, trees  
[houzhiyuan123's solution](#)

**461.**

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2022-03-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-

middle

[houzhiyuan123's solution](#)

**462.**

1187E

[Tree Painting](#) · [Tutorial](#)

Quality: 11,281 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**463.**

372C

[Watching Fireworks is Fun](#) · [Tutorial](#)

Quality: 4,932 global accepts · Rating: 2100 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, math

[houzhiyuan123's solution](#)

**464.**

1108F

[MST Unification](#) · [Tutorial](#)

Quality: 3,572 global accepts · Rating: 2100 · first AC: 2021-10-20 · last AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, graphs, greedy

[houzhiyuan123's solution](#)

**465.**

609E

[Minimum spanning tree for each edge](#) · [Tutorial](#)

Quality: 10,269 global accepts · Rating: 2100 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[houzhiyuan123's solution](#)

**466.**

1614D1

[Divan and Kostomuksha \(easy version\)](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2100 · first AC: 2022-02-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[houzhiyuan123's solution](#)

**467.**

1629F1

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

Rating: 2100 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[houzhiyuan123's solution](#)

**468.**

665E

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

Quality: 4,424 global accepts · Rating: 2100 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, strings, trees

[houzhiyuan123's solution](#)

**469.**

1626D

[Martial Arts Tournament](#) · [Tutorial](#)

Quality: 4,330 global accepts · Rating: 2100 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, math

[houzhiyuan123's solution](#)

**470.**

484B

[Maximum Value](#) · [Tutorial](#)

Quality: 7,735 global accepts · Rating: 2100 · first AC: 2022-01-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math, sortings, two pointers

[houzhiyuan123's solution](#)

**471.**

632D

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

Quality: 4,587 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[houzhiyuan123's solution](#)

**472.**

486D

[Valid Sets](#) · [Tutorial](#)

Quality: 4,380 global accepts · Rating: 2100 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, trees

[houzhiyuan123's solution](#)

**473.**

466E

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

Quality: 2,617 global accepts · Rating: 2100 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[houzhiyuan123's solution](#)

**474.**

319C

[Kalila and Dimna in the Logging Industry](#) · [Tutorial](#)

Quality: 6,590 global accepts · Rating: 2100 · first AC: 2021-11-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, geometry

[houzhiyuan123's solution](#)

**475.**

208E

[Blood Cousins](#) · [Tutorial](#)

Quality: 8,921 global accepts · Rating: 2100 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

**476.**

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-10-27 · last AC: 2021-10-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[houzhiyuan123's solution](#)

**477.**

1151E

[Number of Components](#) · [Tutorial](#)

Quality: 3,770 global accepts · Rating: 2100 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math

[houzhiyuan123's solution](#)

**478.**

1027E

[Inverse Coloring](#) · [Tutorial](#)

Quality: 2,362 global accepts · Rating: 2100 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**479.**

837D

[Round Subset](#) · [Tutorial](#)

Quality: 7,525 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[houzhiyuan123's solution](#)

**480.**

909D

[Colorful Points](#) · [Tutorial](#)

Quality: 2,107 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[houzhiyuan123's solution](#)

**481.**

702E

[Analysis of Pathes in Functional Graph](#) · [Tutorial](#)

Quality: 3,107 global accepts · Rating: 2100 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs

[houzhiyuan123's solution](#)

**482.**

980D

[Perfect Groups](#) · [Tutorial](#)

Quality: 3,006 global accepts · Rating: 2100 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory  
[houzhiyuan123's solution](#)

**483.**

656D

[Rosetta Problem](#) · [Tutorial](#)

Quality: 996 global accepts · Rating: 2100 · first AC: 2021-02-08 · GNU C++11 (first AC) · Tags: \*special  
[houzhiyuan123's solution](#)

**484.**

776E

[The Holmes Children](#) · [Tutorial](#)

Quality: 2,444 global accepts · Rating: 2100 · first AC: 2021-02-01 · GNU C++11 (first AC) · Tags: math, number theory  
[houzhiyuan123's solution](#)

**485.**

1420C2

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

Quality: 5,189 global accepts · Rating: 2100 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation  
[houzhiyuan123's solution](#)

**486.**

2206C

[Upside Down Dijkstra](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2200 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dfs and similar  
[houzhiyuan123's solution](#)

**487.**

2178F

[Conquer or of Forest](#) · [Tutorial](#)

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2026-01-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees  
[houzhiyuan123's solution](#)

**488.**

2140E1

[Prime Gaming \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[houzhiyuan123's solution](#)

**489.**

2101C

[23 Kingdom](#) · [Tutorial](#)

Quality: 2,260 global accepts · Rating: 2200 · first AC: 2025-06-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, ternary search, two pointers  
[houzhiyuan123's solution](#)

**490.**

1967B2

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

Quality: 4,857 global accepts · Rating: 2200 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory  
[houzhiyuan123's solution](#)

**491.**

1954E

[Chain Reaction](#) · [Tutorial](#)

Quality: 2,971 global accepts · Rating: 2200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dsu, greedy, implementation, math, number theory  
[houzhiyuan123's solution](#)

**492.**

1909F1

[Small Permutation Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,257 global accepts · Rating: 2200 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[houzhiyuan123's solution](#)

**493.**

1912E

[Evaluate It and Back Again](#) · [Tutorial](#)

Quality: 1,274 global accepts · Rating: 2200 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math

[houzhiyuan123's solution](#)

**494.**

1227F1

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

Quality: 2,057 global accepts · Rating: 2200 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**495.**

1854B

[Earn or Unlock](#) · [Tutorial](#)

Quality: 4,227 global accepts · Rating: 2200 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[houzhiyuan123's solution](#)

**496.**

1808E1

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

Quality: 1,599 global accepts · Rating: 2200 · first AC: 2023-03-29 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[houzhiyuan123's solution](#)

**497.**

1806E

[Tree Master](#) · [Tutorial](#)

Quality: 3,449 global accepts · Rating: 2200 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

**498.**

1785C

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

Rating: 2200 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy, implementation

[houzhiyuan123's solution](#)

**499.**

1763E

[Node Pairs](#) · [Tutorial](#)

Quality: 2,212 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, number theory

[houzhiyuan123's solution](#)

**500.**

1763D

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

Quality: 2,347 global accepts · Rating: 2200 · first AC: 2022-12-29 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math, number theory

[houzhiyuan123's solution](#)

**501.**

1773B

[BinCoin](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2200 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, hashing, implementation, probabilities, trees

[houzhiyuan123's solution](#)

**502.**

1178F1

[Short Colorful Strip](#) · [Tutorial](#)

Quality: 2,286 global accepts · Rating: 2200 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp

[houzhiyuan123's solution](#)

**503.**

1642E

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

Rating: 2200 · first AC: 2022-10-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings

[houzhiyuan123's solution](#)

**504.**

1737D

[Ela and the Wiring Wizard](#) · [Tutorial](#)

Quality: 2,103 global accepts · Rating: 2200 · first AC: 2022-10-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, graphs, greedy, implementation, shortest paths

[houzhiyuan123's solution](#)

**505.**

1730D

[Prefixes and Suffixes](#) · [Tutorial](#)

Quality: 3,023 global accepts · Rating: 2200 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, strings, two pointers

[houzhiyuan123's solution](#)

**506.**

1736D

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

Quality: 2,780 global accepts · Rating: 2200 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, greedy, implementation, strings

[houzhiyuan123's solution](#)

**507.**

1333F

[Kate and imperfection](#) · [Tutorial](#)

Quality: 4,573 global accepts · Rating: 2200 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math, number theory, sortings, two pointers

[houzhiyuan123's solution](#)

**508.**

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-08-01 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[houzhiyuan123's solution](#)

**509.**

1695D1

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

Quality: 2,456 global accepts · Rating: 2200 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dp, greedy, trees

[houzhiyuan123's solution](#)

**510.**

1656E

[Equal Tree Sums](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 2200 · first AC: 2022-07-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, math, trees

[houzhiyuan123's solution](#)

**511.**

908D

[New Year and Arbitrary Arrangement](#) · [Tutorial](#)

Quality: 2,607 global accepts · Rating: 2200 · first AC: 2022-07-01 · last AC: 2022-07-02 · C++17 (GCC 9-64) (first AC) · Tags: dp, math, probabilities

[houzhiyuan123's solution](#)

**512.**

653D

[Delivery Bears](#) · [Tutorial](#)

Quality: 2,933 global accepts · Rating: 2200 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search,

flows, graphs

[houzhiyuan123's solution](#)

**513.**

833B

[The Bakery](#) · [Tutorial](#)

Quality: 6,497 global accepts · Rating: 2200 · first AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[houzhiyuan123's solution](#)

**514.**

1666F

[Fancy Stack](#) · [Tutorial](#)

Quality: 1,518 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, implementation

[houzhiyuan123's solution](#)

**515.**

1666I

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

Quality: 1,773 global accepts · Rating: 2200 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, geometry, interactive, math

[houzhiyuan123's solution](#)

**516.**

628D

[Magic Numbers](#) · [Tutorial](#)

Quality: 8,277 global accepts · Rating: 2200 · first AC: 2021-09-24 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**517.**

559C

[Gerald and Giant Chess](#) · [Tutorial](#)

Quality: 8,095 global accepts · Rating: 2200 · first AC: 2021-09-13 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

**518.**

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2022-03-16 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[houzhiyuan123's solution](#)

**519.**

1567E

[Non-Decreasing Dilemma](#) · [Tutorial](#)

Quality: 4,135 global accepts · Rating: 2200 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, math

[houzhiyuan123's solution](#)

**520.**

301D

[Yaroslav and Divisors](#) · [Tutorial](#)

Quality: 3,022 global accepts · Rating: 2200 · first AC: 2022-03-03 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**521.**

1557D

[Ezzat and Grid](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[houzhiyuan123's solution](#)

**522.**

1646E

[Power Board](#) · [Tutorial](#)

Quality: 2,757 global accepts · Rating: 2200 · first AC: 2022-03-06 · last AC: 2022-03-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp,

math, number theory

[houzhiyuan123's solution](#)

**523.**

1100E

[Andrew and Taxi](#) · [Tutorial](#)

Quality: 2,630 global accepts · Rating: 2200 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, graphs

[houzhiyuan123's solution](#)

**524.**

1485D

[Multiples and Power Differences](#) · [Tutorial](#)

Quality: 5,641 global accepts · Rating: 2200 · first AC: 2022-03-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, math, number theory

[houzhiyuan123's solution](#)

**525.**

280C

[Game on Tree](#) · [Tutorial](#)

Quality: 5,130 global accepts · Rating: 2200 · first AC: 2022-02-25 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math, probabilities, trees

[houzhiyuan123's solution](#)

**526.**

76A

[Gift](#) · [Tutorial](#)

Quality: 2,263 global accepts · Rating: 2200 · first AC: 2022-02-24 · C++14 (GCC 6-32) (first AC) · Tags: dsu, graphs, sortings, trees

[houzhiyuan123's solution](#)

**527.**

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,719 global accepts · Rating: 2200 · first AC: 2022-01-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math, sortings

[houzhiyuan123's solution](#)

**528.**

1615D

[X\(or\)-mas Tree](#) · [Tutorial](#)

Quality: 2,134 global accepts · Rating: 2200 · first AC: 2021-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs, trees

[houzhiyuan123's solution](#)

**529.**

1438D

[Powerful Ksenia](#) · [Tutorial](#)

Quality: 4,545 global accepts · Rating: 2200 · first AC: 2021-11-11 · last AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, math

[houzhiyuan123's solution](#)

**530.**

1470D

[Strange Housing](#) · [Tutorial](#)

Quality: 4,186 global accepts · Rating: 2200 · first AC: 2021-11-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graph matchings, graphs, greedy

[houzhiyuan123's solution](#)

**531.**

1437E

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

Quality: 3,927 global accepts · Rating: 2200 · first AC: 2021-11-07 · last AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, implementation

[houzhiyuan123's solution](#)

**532.**

402E

[Strictly Positive Matrix](#) · [Tutorial](#)

Quality: 2,329 global accepts · Rating: 2200 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math  
[houzhiyuan123's solution](#)

**533.**

1586E

[Moment of Bloom](#) · [Tutorial](#)

Rating: 2200 · first AC: 2021-10-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graph matchings, graphs, greedy, trees  
[houzhiyuan123's solution](#)

**534.**

1415E

[New Game Plus!](#) · [Tutorial](#)

Quality: 3,002 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math  
[houzhiyuan123's solution](#)

**535.**

507D

[The Maths Lecture](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2200 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation  
[houzhiyuan123's solution](#)

**536.**

617E

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

Quality: 10,612 global accepts · Rating: 2200 · first AC: 2021-09-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

**537.**

13C

[Sequence](#) · [Tutorial](#)

Quality: 5,469 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[houzhiyuan123's solution](#)

**538.**

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,876 global accepts · Rating: 2200 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math, two pointers  
[houzhiyuan123's solution](#)

**539.**

134C

[Swaps](#) · [Tutorial](#)

Quality: 576 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy  
[houzhiyuan123's solution](#)

**540.**

1045G

[AI robots](#) · [Tutorial](#)

Quality: 1,984 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

**541.**

1181D

[Irrigation](#) · [Tutorial](#)

Quality: 2,805 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, implementation, sortings, trees, two pointers  
[houzhiyuan123's solution](#)

**542.**

981E

[Addition on Segments](#) · [Tutorial](#)

Quality: 2,536 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, dp  
[houzhiyuan123's solution](#)

**543.**

56E

[Domino Principle](#) · [Tutorial](#)

Quality: 2,840 global accepts · Rating: 2200 · first AC: 2021-09-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings  
[houzhiyuan123's solution](#)

**544.**

113C

[Double Happiness](#) · [Tutorial](#)

Quality: 1,451 global accepts · Rating: 2200 · first AC: 2021-03-19 · GNU C++11 (first AC) · Tags: brute force, math, number theory  
[houzhiyuan123's solution](#)

**545.**

27D

[Ring Road 2](#) · [Tutorial](#)

Quality: 3,092 global accepts · Rating: 2200 · first AC: 2021-02-21 · GNU C++11 (first AC) · Tags: 2-sat, dfs and similar, dsu, graphs  
[houzhiyuan123's solution](#)

**546.**

1156E

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

Quality: 4,032 global accepts · Rating: 2200 · first AC: 2020-11-30 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, two pointers  
[houzhiyuan123's solution](#)

**547.**

425B

[Sereja and Table](#) · [Tutorial](#)

Quality: 1,412 global accepts · Rating: 2200 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: bitmasks, greedy  
[houzhiyuan123's solution](#)

**548.**

1249F

[Maximum Weight Subset](#) · [Tutorial](#)

Quality: 2,746 global accepts · Rating: 2200 · first AC: 2020-11-26 · GNU C++11 (first AC) · Tags: dp, trees  
[houzhiyuan123's solution](#)

**549.**

906B

[Seating of Students](#) · [Tutorial](#)

Quality: 1,323 global accepts · Rating: 2200 · first AC: 2020-11-04 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, math  
[houzhiyuan123's solution](#)

**550.**

627C

[Package Delivery](#) · [Tutorial](#)

Quality: 1,313 global accepts · Rating: 2200 · first AC: 2020-10-31 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy  
[houzhiyuan123's solution](#)

**551.**

225D

[Snake](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2200 · first AC: 2020-08-24 · GNU C++11 (first AC) · Tags: bitmasks, dfs and similar, graphs, implementation  
[houzhiyuan123's solution](#)

**552.**

2182F1

[Christmas Reindeer \(easy version\)](#) · [Tutorial](#)

Quality: 1,269 global accepts · Rating: 2300 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, math  
[houzhiyuan123's solution](#)

**553.**

1494D

[Dogeforces](#) · [Tutorial](#)

Quality: 2,820 global accepts · Rating: 2300 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, divide and conquer, dsu, greedy, sortings, trees

[houzhiyuan123's solution](#)

### 554.

1621E

[New School](#) · [Tutorial](#)

Quality: 1,919 global accepts · Rating: 2300 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, sortings

[houzhiyuan123's solution](#)

### 555.

2147E

[Maximum OR Popcount](#) · [Tutorial](#)

Quality: 2,119 global accepts · Rating: 2300 · first AC: 2025-09-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, greedy

[houzhiyuan123's solution](#)

### 556.

2097B

[Baggage Claim](#) · [Tutorial](#)

Quality: 1,932 global accepts · Rating: 2300 · first AC: 2025-06-19 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, graphs, implementation, math, trees

[houzhiyuan123's solution](#)

### 557.

2110E

[Melody](#) · [Tutorial](#)

Quality: 2,714 global accepts · Rating: 2300 · first AC: 2025-06-16 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, graphs, implementation

[houzhiyuan123's solution](#)

### 558.

1965C

[Folding Strip](#) · [Tutorial](#)

Quality: 2,353 global accepts · Rating: 2300 · first AC: 2024-04-29 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings

[houzhiyuan123's solution](#)

### 559.

1942E

[Farm Game](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, games

[houzhiyuan123's solution](#)

### 560.

1916E

[Happy Life in University](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[houzhiyuan123's solution](#)

### 561.

1912J

[Joy of Pokémon Observation](#) · [Tutorial](#)

Quality: 730 global accepts · Rating: 2300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: —

[houzhiyuan123's solution](#)

### 562.

1861E

[Non-Intersecting Subpermutations](#) · [Tutorial](#)

Quality: 2,036 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation, math

[houzhiyuan123's solution](#)

**563.**

1866D

[Digital Wallet](#) · [Tutorial](#)

Quality: 1,566 global accepts · Rating: 2300 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**564.**

1870E

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

Quality: 2,961 global accepts · Rating: 2300 · first AC: 2023-10-18 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, shortest paths

[houzhiyuan123's solution](#)

**565.**

690A2

[Collective Mindsets \(medium\)](#) · [Tutorial](#)

Quality: 747 global accepts · Rating: 2300 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[houzhiyuan123's solution](#)

**566.**

1654E

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

Quality: 2,359 global accepts · Rating: 2300 · first AC: 2023-09-17 · last AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, graphs, math

[houzhiyuan123's solution](#)

**567.**

1864F

[Exotic Queries](#) · [Tutorial](#)

Quality: 1,639 global accepts · Rating: 2300 · first AC: 2023-08-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, sortings

[houzhiyuan123's solution](#)

**568.**

1814E

[Chain Chips](#) · [Tutorial](#)

Quality: 1,717 global accepts · Rating: 2300 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, matrices

[houzhiyuan123's solution](#)

**569.**

1039A

[Timetable](#) · [Tutorial](#)

Quality: 861 global accepts · Rating: 2300 · first AC: 2023-04-08 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[houzhiyuan123's solution](#)

**570.**

1009F

[Dominant Indices](#) · [Tutorial](#)

Quality: 7,751 global accepts · Rating: 2300 · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dsu, trees

[houzhiyuan123's solution](#)

**571.**

1780F

[Three Chairs](#) · [Tutorial](#)

Quality: 1,906 global accepts · Rating: 2300 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, dp, number theory, sortings

[houzhiyuan123's solution](#)

**572.**

1766E

[Decomposition](#) · [Tutorial](#)

Quality: 1,476 global accepts · Rating: 2300 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, dp, two pointers

[houzhiyuan123's solution](#)

**573.**

566A

[Matching Names](#) · [Tutorial](#)

Quality: 1,064 global accepts · Rating: 2300 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, strings, trees  
[houzhiyuan123's solution](#)

**574.**

1712E1

[LCM Sum \(easy version\)](#) · [Tutorial](#)

Quality: 2,460 global accepts · Rating: 2300 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, combinatorics, math, number theory, two pointers  
[houzhiyuan123's solution](#)

**575.**

1251E1

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

Quality: 2,587 global accepts · Rating: 2300 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy  
[houzhiyuan123's solution](#)

**576.**

1743F

[Intersection and Union](#) · [Tutorial](#)

Quality: 1,803 global accepts · Rating: 2300 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices, probabilities  
[houzhiyuan123's solution](#)

**577.**

1695D2

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

Quality: 2,291 global accepts · Rating: 2300 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees  
[houzhiyuan123's solution](#)

**578.**

1706E

[Qpwoeirut and Vertices](#) · [Tutorial](#)

Quality: 3,722 global accepts · Rating: 2300 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, dfs and similar, divide and conquer, dsu, greedy, trees  
[houzhiyuan123's solution](#)

**579.**

713C

[Sonya and Problem Without a Legend](#) · [Tutorial](#)

Quality: 6,533 global accepts · Rating: 2300 · first AC: 2021-09-17 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, sortings  
[houzhiyuan123's solution](#)

**580.**

1699D

[Almost Triple Deletions](#) · [Tutorial](#)

Quality: 3,514 global accepts · Rating: 2300 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy  
[houzhiyuan123's solution](#)

**581.**

960E

[Alternating Tree](#) · [Tutorial](#)

Quality: 2,270 global accepts · Rating: 2300 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, divide and conquer, dp, probabilities, trees  
[houzhiyuan123's solution](#)

**582.**

1698E

[Permutation Forces II](#) · [Tutorial](#)

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, greedy, sortings, trees, two pointers  
[houzhiyuan123's solution](#)

**583.**

1495C

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

Quality: 2,905 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs  
[houzhiyuan123's solution](#)

**584.**

802G3

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

Quality: 1,838 global accepts · Rating: 2300 · first AC: 2022-06-03 · C++17 (GCC 9-64) (first AC) · Tags: string suffix structures  
[houzhiyuan123's solution](#)

**585.**

938E

[Max History](#) · [Tutorial](#)

Quality: 1,557 global accepts · Rating: 2300 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math  
[houzhiyuan123's solution](#)

**586.**

1553F

[Pairwise Modulo](#) · [Tutorial](#)

Quality: 2,518 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math  
[houzhiyuan123's solution](#)

**587.**

1610E

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

Quality: 1,923 global accepts · Rating: 2300 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, implementation, math  
[houzhiyuan123's solution](#)

**588.**

403D

[Beautiful Pairs of Numbers](#) · [Tutorial](#)

Quality: 1,234 global accepts · Rating: 2300 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp  
[houzhiyuan123's solution](#)

**589.**

936C

[Lock Puzzle](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2300 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, strings  
[houzhiyuan123's solution](#)

**590.**

1628C

[Grid Xor](#) · [Tutorial](#)

Quality: 3,576 global accepts · Rating: 2300 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, interactive, math  
[houzhiyuan123's solution](#)

**591.**

1592D

[Hemose in ICPC ?](#) · [Tutorial](#)

Quality: 2,570 global accepts · Rating: 2300 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, implementation, interactive, math, number theory, trees  
[houzhiyuan123's solution](#)

**592.**

594A

[Warrior and Archer](#) · [Tutorial](#)

Quality: 1,874 global accepts · Rating: 2300 · first AC: 2022-04-12 · last AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: games  
[houzhiyuan123's solution](#)

**593.**

1310D

[Tourism](#) · [Tutorial](#)

Quality: 1,997 global accepts · Rating: 2300 · first AC: 2022-03-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, graphs, probabilities

[houzhiyuan123's solution](#)

**594.**

1552E

[Colors and Intervals](#) · [Tutorial](#)

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[houzhiyuan123's solution](#)

**595.**

1276C

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

Quality: 1,788 global accepts · Rating: 2300 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, data structures, greedy, math

[houzhiyuan123's solution](#)

**596.**

1614D2

[Divan and Kostomuksha \(hard version\)](#) · [Tutorial](#)

Quality: 2,742 global accepts · Rating: 2300 · first AC: 2022-02-21 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[houzhiyuan123's solution](#)

**597.**

1139D

[Steps to One](#) · [Tutorial](#)

Quality: 2,702 global accepts · Rating: 2300 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory, probabilities

[houzhiyuan123's solution](#)

**598.**

1172C1

[Nauuo and Pictures \(easy version\)](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2300 · first AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[houzhiyuan123's solution](#)

**599.**

1182E

[Product Oriented Recurrence](#) · [Tutorial](#)

Quality: 3,328 global accepts · Rating: 2300 · first AC: 2022-03-22 · last AC: 2022-03-22 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, matrices, number theory

[houzhiyuan123's solution](#)

**600.**

1228E

[Another Filling the Grid](#) · [Tutorial](#)

Quality: 3,452 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**601.**

1151F

[Sonya and Informatics](#) · [Tutorial](#)

Quality: 1,457 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices, probabilities

[houzhiyuan123's solution](#)

**602.**

1204E

[Natasha, Sasha and the Prefix Sums](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2300 · first AC: 2021-10-26 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

**603.**

1425D

[Danger of Mad Snakes](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2300 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**604.**

1342E

[Placing Rooks](#) · [Tutorial](#)

Quality: 3,558 global accepts · Rating: 2300 · first AC: 2022-03-21 · last AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[houzhiyuan123's solution](#)

**605.**

1625D

[Binary Spiders](#) · [Tutorial](#)

Quality: 2,319 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, implementation, math, sortings, trees

[houzhiyuan123's solution](#)

**606.**

1468M

[Similar Sets](#) · [Tutorial](#)

Quality: 1,130 global accepts · Rating: 2300 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, implementation

[houzhiyuan123's solution](#)

**607.**

438D

[The Child and Sequence](#) · [Tutorial](#)

Quality: 11,596 global accepts · Rating: 2300 · first AC: 2021-07-24 · last AC: 2022-03-14 · GNU C++11 (first AC) · Tags: data structures, math

[houzhiyuan123's solution](#)

**608.**

675E

[Trains and Statistic](#) · [Tutorial](#)

Quality: 3,331 global accepts · Rating: 2300 · first AC: 2022-03-01 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[houzhiyuan123's solution](#)

**609.**

1093G

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

Quality: 2,223 global accepts · Rating: 2300 · first AC: 2022-03-03 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures

[houzhiyuan123's solution](#)

**610.**

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[houzhiyuan123's solution](#)

**611.**

1601C

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

Quality: 2,345 global accepts · Rating: 2300 · first AC: 2022-03-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy, sortings

[houzhiyuan123's solution](#)

**612.**

1528C

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

Quality: 2,952 global accepts · Rating: 2300 · first AC: 2022-03-03 · last AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dfs and similar, greedy, trees

[houzhiyuan123's solution](#)

**613.**

825E

[Minimal Labels](#) · [Tutorial](#)

Quality: 4,309 global accepts · Rating: 2300 · first AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[houzhiyuan123's solution](#)

**614.**

660E

[Different Subsets For All Tuples](#) · [Tutorial](#)

Quality: 1,957 global accepts · Rating: 2300 · first AC: 2022-02-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**615.**

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,858 global accepts · Rating: 2300 · first AC: 2021-11-05 · last AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, data structures

[houzhiyuan123's solution](#)

**616.**

1629E

[Grid Xor](#) · [Tutorial](#)

Rating: 2300 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, interactive, math

[houzhiyuan123's solution](#)

**617.**

949D

[Curfew](#) · [Tutorial](#)

Quality: 881 global accepts · Rating: 2300 · first AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, greedy, sortings

[houzhiyuan123's solution](#)

**618.**

558E

[A Simple Task](#) · [Tutorial](#)

Quality: 7,400 global accepts · Rating: 2300 · first AC: 2022-01-09 · last AC: 2022-01-09 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings, strings

[houzhiyuan123's solution](#)

**619.**

1603C

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

Quality: 2,266 global accepts · Rating: 2300 · first AC: 2021-11-04 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, math, number theory

[houzhiyuan123's solution](#)

**620.**

1167F

[Scalar Queries](#) · [Tutorial](#)

Quality: 1,891 global accepts · Rating: 2300 · first AC: 2021-10-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math, sortings

[houzhiyuan123's solution](#)

**621.**

500E

[New Year Domino](#) · [Tutorial](#)

Quality: 1,582 global accepts · Rating: 2300 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, dsu

[houzhiyuan123's solution](#)

**622.**

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dp,

graphs, greedy, trees

[houzhiyuan123's solution](#)

**623.**

1198D

[Rectangle Painting 1](#) · [Tutorial](#)

Quality: 3,744 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**624.**

1316E

[Team Building](#) · [Tutorial](#)

Quality: 5,369 global accepts · Rating: 2300 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy, sortings

[houzhiyuan123's solution](#)

**625.**

1422D

[Returning Home](#) · [Tutorial](#)

Quality: 3,191 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths, sortings

[houzhiyuan123's solution](#)

**626.**

1451E2

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

Quality: 3,378 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[houzhiyuan123's solution](#)

**627.**

1188B

[Count Pairs](#) · [Tutorial](#)

Quality: 5,169 global accepts · Rating: 2300 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory, two pointers

[houzhiyuan123's solution](#)

**628.**

154C

[Double Profiles](#) · [Tutorial](#)

Quality: 3,318 global accepts · Rating: 2300 · first AC: 2021-09-15 · C++14 (GCC 6-32) (first AC) · Tags: graphs, hashing, sortings

[houzhiyuan123's solution](#)

**629.**

600E

[Lomsat gelral](#) · [Tutorial](#)

Quality: 18,403 global accepts · Rating: 2300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dsu, trees

[houzhiyuan123's solution](#)

**630.**

845G

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

Quality: 2,162 global accepts · Rating: 2300 · first AC: 2021-04-30 · GNU C++11 (first AC) · Tags: dfs and similar, graphs, math

[houzhiyuan123's solution](#)

**631.**

487C

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

Quality: 3,080 global accepts · Rating: 2300 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: constructive algorithms, math, number theory

[houzhiyuan123's solution](#)

**632.**

2206F

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

Quality: 422 global accepts · Rating: 2400 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: fft, number theory

[houzhiyuan123's solution](#)

**633.**

2109E

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

Quality: 1,794 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, strings  
[houzhiyuan123's solution](#)

**634.**

2110F

[Faculty](#) · [Tutorial](#)

Quality: 1,914 global accepts · Rating: 2400 · first AC: 2025-06-17 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, math, number theory  
[houzhiyuan123's solution](#)

**635.**

2030F

[Orangutan Approved Subarrays](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2400 · first AC: 2024-10-26 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, dp, greedy, implementation, two pointers  
[houzhiyuan123's solution](#)

**636.**

1981D

[Turtle and Multiplication](#) · [Tutorial](#)

Quality: 2,127 global accepts · Rating: 2400 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, number theory  
[houzhiyuan123's solution](#)

**637.**

1935E

[Distance Learning Courses in MAC](#) · [Tutorial](#)

Quality: 1,651 global accepts · Rating: 2400 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, data structures, greedy, math  
[houzhiyuan123's solution](#)

**638.**

1943D1

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

Quality: 1,951 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math  
[houzhiyuan123's solution](#)

**639.**

1909E

[Multiple Lamps](#) · [Tutorial](#)

Quality: 1,679 global accepts · Rating: 2400 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, number theory  
[houzhiyuan123's solution](#)

**640.**

886E

[Maximum Element](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: 2400 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**641.**

1912G

[Great City Saint Petersburg](#) · [Tutorial](#)

Quality: 585 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

**642.**

1912H

[Hypercatapult Commute](#) · [Tutorial](#)

Quality: 605 global accepts · Rating: 2400 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[houzhiyuan123's solution](#)

**643.**

1902F

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

Quality: 1,480 global accepts · Rating: 2400 · first AC: 2023-12-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, divide and conquer, graphs, implementation, math, trees

[houzhiyuan123's solution](#)

**644.**

1632E1

[Distance Tree \(easy version\)](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2400 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dfs and similar, graphs, shortest paths, trees

[houzhiyuan123's solution](#)

**645.**

744C

[Hongcow Buys a Deck of Cards](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2400 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[houzhiyuan123's solution](#)

**646.**

1887C

[Minimum Array](#) · [Tutorial](#)

Quality: 2,283 global accepts · Rating: 2400 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, hashing, two pointers

[houzhiyuan123's solution](#)

**647.**

1028E

[Restore Array](#) · [Tutorial](#)

Quality: 1,202 global accepts · Rating: 2400 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

**648.**

1129C

[Morse Code](#) · [Tutorial](#)

Quality: 1,002 global accepts · Rating: 2400 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, hashing, sortings, string suffix structures, strings

[houzhiyuan123's solution](#)

**649.**

1227F2

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

Quality: 1,920 global accepts · Rating: 2400 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**650.**

690A3

[Collective Mindsets \(hard\)](#) · [Tutorial](#)

Quality: 672 global accepts · Rating: 2400 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: —

[houzhiyuan123's solution](#)

**651.**

1866L

[Lihmuf Balling](#) · [Tutorial](#)

Quality: 877 global accepts · Rating: 2400 · first AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, math

[houzhiyuan123's solution](#)

**652.**

1879E

[Interactive Game with Coloring](#) · [Tutorial](#)

Quality: 1,577 global accepts · Rating: 2400 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs, implementation, interactive, trees

[houzhiyuan123's solution](#)

**653.**

1866M

[Mighty Rock Tower](#) · [Tutorial](#)

Quality: 971 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**654.**

1005E2

[Median on Segments \(General Case Edition\)](#) · [Tutorial](#)

Quality: 1,533 global accepts · Rating: 2400 · first AC: 2023-09-28 · C++20 (GCC 11-64) (first AC) · Tags: sortings

[houzhiyuan123's solution](#)

**655.**

1830C

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

Quality: 2,189 global accepts · Rating: 2400 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, greedy, hashing, math, number theory, sortings

[houzhiyuan123's solution](#)

**656.**

1852C

[Ina of the Mountain](#) · [Tutorial](#)

Quality: 2,098 global accepts · Rating: 2400 · first AC: 2023-07-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, math

[houzhiyuan123's solution](#)

**657.**

1837F

[Editorial for Two](#) · [Tutorial](#)

Quality: 2,668 global accepts · Rating: 2400 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, greedy, implementation

[houzhiyuan123's solution](#)

**658.**

1827B2

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

Quality: 2,316 global accepts · Rating: 2400 · first AC: 2023-05-19 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[houzhiyuan123's solution](#)

**659.**

798D

[Mike and distribution](#) · [Tutorial](#)

Quality: 2,167 global accepts · Rating: 2400 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, sortings

[houzhiyuan123's solution](#)

**660.**

1817C

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

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-30 · last AC: 2023-04-30 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math

[houzhiyuan123's solution](#)

**661.**

1774F1

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

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, implementation

[houzhiyuan123's solution](#)

**662.**

1794E

[Labeling the Tree with Distances](#) · [Tutorial](#)

Quality: 1,531 global accepts · Rating: 2400 · first AC: 2023-03-23 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy, hashing, implementation, trees

[houzhiyuan123's solution](#)

**663.**

1804E

[Routing](#) · [Tutorial](#)

Quality: 1,706 global accepts · Rating: 2400 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, graphs

[houzhiyuan123's solution](#)

**664.**

1785D

[Wooden Spoon](#) · [Tutorial](#)

Rating: 2400 · first AC: 2023-03-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**665.**

1780G

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

Quality: 994 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dsu, hashing, math, number theory, string suffix structures

[houzhiyuan123's solution](#)

**666.**

1780E

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

Quality: 1,728 global accepts · Rating: 2400 · first AC: 2023-01-26 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, number theory

[houzhiyuan123's solution](#)

**667.**

1792E

[Divisors and Table](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: 2400 · first AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, dp, number theory

[houzhiyuan123's solution](#)

**668.**

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[houzhiyuan123's solution](#)

**669.**

1764E

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

Quality: 1,425 global accepts · Rating: 2400 · first AC: 2022-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings

[houzhiyuan123's solution](#)

**670.**

1251E2

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

Quality: 2,951 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy

[houzhiyuan123's solution](#)

**671.**

1244G

[Running in Pairs](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2400 · first AC: 2022-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[houzhiyuan123's solution](#)

**672.**

1239D

[Catowice City](#) · [Tutorial](#)

Quality: 2,600 global accepts · Rating: 2400 · first AC: 2022-10-28 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, dfs and similar, graph matchings, graphs

[houzhiyuan123's solution](#)

**673.**

1732D2

[Balance \(Hard version\) · Tutorial](#)

Quality: 1,591 global accepts · Rating: 2400 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, number theory

[houzhiyuan123's solution](#)

**674.**

1749E

[Cactus Wall · Tutorial](#)

Quality: 2,074 global accepts · Rating: 2400 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, shortest paths

[houzhiyuan123's solution](#)

**675.**

1743E

[FTL · Tutorial](#)

Quality: 1,865 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp

[houzhiyuan123's solution](#)

**676.**

1739E

[Cleaning Robot · Tutorial](#)

Quality: 1,461 global accepts · Rating: 2400 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[houzhiyuan123's solution](#)

**677.**

1736C2

[Good Subarrays \(Hard Version\) · Tutorial](#)

Quality: 1,471 global accepts · Rating: 2400 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, two pointers

[houzhiyuan123's solution](#)

**678.**

1542E1

[Abnormal Permutation Pairs \(easy version\) · Tutorial](#)

Quality: 1,437 global accepts · Rating: 2400 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**679.**

1735E

[House Planning · Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-10-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, graph matchings, greedy

[houzhiyuan123's solution](#)

**680.**

1109D

[Sasha and Interesting Fact from Graph Theory · Tutorial](#)

Quality: 1,502 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, trees

[houzhiyuan123's solution](#)

**681.**

847J

[Students Initiation · Tutorial](#)

Quality: 778 global accepts · Rating: 2400 · first AC: 2022-09-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[houzhiyuan123's solution](#)

**682.**

1726E

[Almost Perfect · Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[houzhiyuan123's solution](#)

**683.**

911F

[Tree Destruction](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[houzhiyuan123's solution](#)

**684.**

758F

[Geometrical Progression](#) · [Tutorial](#)

Quality: 713 global accepts · Rating: 2400 · first AC: 2022-09-09 · C++14 (GCC 6-32) (first AC) · Tags: brute force, math, number theory

[houzhiyuan123's solution](#)

**685.**

1333E

[Road to 1600](#) · [Tutorial](#)

Quality: 1,810 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[houzhiyuan123's solution](#)

**686.**

1152E

[Neko and Flashback](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[houzhiyuan123's solution](#)

**687.**

990G

[GCD Counting](#) · [Tutorial](#)

Quality: 2,306 global accepts · Rating: 2400 · first AC: 2022-09-08 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, dsu, number theory, trees

[houzhiyuan123's solution](#)

**688.**

802M2

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

Quality: 1,488 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, flows, graphs

[houzhiyuan123's solution](#)

**689.**

1027F

[Session in BSU](#) · [Tutorial](#)

Quality: 1,947 global accepts · Rating: 2400 · first AC: 2022-09-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dfs and similar, dsu, graph matchings, graphs

[houzhiyuan123's solution](#)

**690.**

1718C

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

Quality: 1,860 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math, number theory

[houzhiyuan123's solution](#)

**691.**

1715E

[Long Way Home](#) · [Tutorial](#)

Quality: 2,131 global accepts · Rating: 2400 · first AC: 2022-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, geometry, graphs, greedy, shortest paths

[houzhiyuan123's solution](#)

**692.**

1720D2

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

Quality: 2,198 global accepts · Rating: 2400 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dp, strings, trees

[houzhiyuan123's solution](#)

**693.**

1719F

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

Rating: 2400 · first AC: 2022-09-02 · C++17 (GCC 9-64) (first AC) · Tags: brute force, data structures, math, number theory  
[houzhiyuan123's solution](#)

**694.**

1620G

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

Quality: 1,156 global accepts · Rating: 2400 · first AC: 2022-08-17 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[houzhiyuan123's solution](#)

**695.**

1670F

[Jee, You See?](#) · [Tutorial](#)

Quality: 1,266 global accepts · Rating: 2400 · first AC: 2022-08-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp  
[houzhiyuan123's solution](#)

**696.**

1713E

[Cross Swapping](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2400 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: 2-sat, data structures, dsu, greedy, matrices  
[houzhiyuan123's solution](#)

**697.**

1709E

[XOR Tree](#) · [Tutorial](#)

Quality: 3,957 global accepts · Rating: 2400 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, dsu, greedy, trees  
[houzhiyuan123's solution](#)

**698.**

1594F

[Ideal Farm](#) · [Tutorial](#)

Quality: 1,538 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math  
[houzhiyuan123's solution](#)

**699.**

1592E

[Bored Bakry](#) · [Tutorial](#)

Quality: 1,921 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, greedy, math, two pointers  
[houzhiyuan123's solution](#)

**700.**

1326E

[Bombs](#) · [Tutorial](#)

Quality: 2,420 global accepts · Rating: 2400 · first AC: 2022-07-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[houzhiyuan123's solution](#)

**701.**

1585F

[Non-equal Neighbours](#) · [Tutorial](#)

Quality: 1,680 global accepts · Rating: 2400 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**702.**

1706D2

[Chopping Carrots \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,941 global accepts · Rating: 2400 · first AC: 2022-07-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, data structures, dp, greedy, math, number theory, two pointers  
[houzhiyuan123's solution](#)

**703.**

1707C

[DFS Trees](#) · [Tutorial](#)

Quality: 1,904 global accepts · Rating: 2400 · first AC: 2022-07-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs, greedy, sortings, trees

[houzhiyuan123's solution](#)

## 704.

1673F

[Anti-Theft Road Planning](#) · [Tutorial](#)

Quality: 960 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer, greedy, interactive, math

[houzhiyuan123's solution](#)

## 705.

1679E

[Typical Party in Dorm](#) · [Tutorial](#)

Quality: 1,419 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, strings

[houzhiyuan123's solution](#)

## 706.

1680D

[Dog Walking](#) · [Tutorial](#)

Quality: 1,349 global accepts · Rating: 2400 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, math

[houzhiyuan123's solution](#)

## 707.

1697E

[Coloring](#) · [Tutorial](#)

Quality: 1,450 global accepts · Rating: 2400 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dp, geometry, graphs, greedy, implementation, math

[houzhiyuan123's solution](#)

## 708.

883J

[Renovation](#) · [Tutorial](#)

Quality: 624 global accepts · Rating: 2400 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, sortings

[houzhiyuan123's solution](#)

## 709.

865D

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

Quality: 8,016 global accepts · Rating: 2400 · first AC: 2022-03-18 · last AC: 2022-07-11 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[houzhiyuan123's solution](#)

## 710.

908F

[New Year and Rainbow Roads](#) · [Tutorial](#)

Quality: 1,608 global accepts · Rating: 2400 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: graphs, greedy, implementation

[houzhiyuan123's solution](#)

## 711.

375D

[Tree and Queries](#) · [Tutorial](#)

Quality: 8,916 global accepts · Rating: 2400 · first AC: 2022-02-15 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

## 712.

653E

[Bear and Forgotten Tree 2](#) · [Tutorial](#)

Quality: 1,738 global accepts · Rating: 2400 · first AC: 2022-05-25 · last AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dsu, graphs, trees

[houzhiyuan123's solution](#)

## 713.

1608D

[Dominoes](#) · [Tutorial](#)

Quality: 1,558 global accepts · Rating: 2400 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, graphs, math, number theory

[houzhiyuan123's solution](#)

## 714.

1000F

[One Occurrence](#) · [Tutorial](#)

Quality: 4,836 global accepts · Rating: 2400 · first AC: 2021-09-18 · last AC: 2022-05-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[houzhiyuan123's solution](#)

## 715.

1628D2

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

Quality: 2,631 global accepts · Rating: 2400 · first AC: 2022-05-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games, math

[houzhiyuan123's solution](#)

## 716.

1634E

[Fair Share](#) · [Tutorial](#)

Quality: 2,182 global accepts · Rating: 2400 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, graph matchings, graphs

[houzhiyuan123's solution](#)

## 717.

939F

[Cutlet](#) · [Tutorial](#)

Quality: 1,199 global accepts · Rating: 2400 · first AC: 2021-08-05 · last AC: 2022-04-18 · GNU C++11 (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

## 718.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2021-09-10 · last AC: 2022-04-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

## 719.

1367F2

[Flying Sort \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,869 global accepts · Rating: 2400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers

[houzhiyuan123's solution](#)

## 720.

107C

[Arrangement](#) · [Tutorial](#)

Quality: 460 global accepts · Rating: 2400 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[houzhiyuan123's solution](#)

## 721.

1237E

[Balanced Binary Search Trees](#) · [Tutorial](#)

Quality: 1,520 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: dp, math

[houzhiyuan123's solution](#)

## 722.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2022-04-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

## 723.

1499F

[Diameter Cuts](#) · [Tutorial](#)

Quality: 1,588 global accepts · Rating: 2400 · first AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**724.**

5E

[Bindian Signaling](#) · [Tutorial](#)

Quality: 2,487 global accepts · Rating: 2400 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**725.**

915F

[Imbalance Value of a Tree](#) · [Tutorial](#)

Quality: 3,052 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu, graphs, trees

[houzhiyuan123's solution](#)

**726.**

1096G

[Lucky Tickets](#) · [Tutorial](#)

Quality: 1,970 global accepts · Rating: 2400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft

[houzhiyuan123's solution](#)

**727.**

786C

[Till I Collapse](#) · [Tutorial](#)

Quality: 3,703 global accepts · Rating: 2400 · first AC: 2022-03-19 · last AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer

[houzhiyuan123's solution](#)

**728.**

1523D

[Love-Hate](#) · [Tutorial](#)

Quality: 2,477 global accepts · Rating: 2400 · first AC: 2022-03-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, probabilities

[houzhiyuan123's solution](#)

**729.**

632E

[Thief in a Shop](#) · [Tutorial](#)

Quality: 3,549 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, fft, math

[houzhiyuan123's solution](#)

**730.**

379F

[New Year Tree](#) · [Tutorial](#)

Quality: 2,753 global accepts · Rating: 2400 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[houzhiyuan123's solution](#)

**731.**

1428F

[Fruit Sequences](#) · [Tutorial](#)

Quality: 2,588 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, two pointers

[houzhiyuan123's solution](#)

**732.**

815C

[Karen and Supermarket](#) · [Tutorial](#)

Quality: 3,317 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, trees

[houzhiyuan123's solution](#)

**733.**

1401E

[Divide Square](#) · [Tutorial](#)

Quality: 2,639 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, geometry, implementation, sortings

[houzhiyuan123's solution](#)

**734.**

1082G

[Petya and Graph](#) · [Tutorial](#)

Quality: 2,699 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs

[houzhiyuan123's solution](#)

**735.**

446C

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

Quality: 3,933 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, math, number theory

[houzhiyuan123's solution](#)

**736.**

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, geometry

[houzhiyuan123's solution](#)

**737.**

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,836 global accepts · Rating: 2400 · first AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, trees

[houzhiyuan123's solution](#)

**738.**

906C

[Party](#) · [Tutorial](#)

Quality: 1,509 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs

[houzhiyuan123's solution](#)

**739.**

1106F

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

Quality: 1,182 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: math, matrices, number theory

[houzhiyuan123's solution](#)

**740.**

1585E

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

Quality: 1,207 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

**741.**

1598F

[RBS](#) · [Tutorial](#)

Quality: 1,633 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, data structures, dp

[houzhiyuan123's solution](#)

**742.**

1609E

[William The Oblivious](#) · [Tutorial](#)

Quality: 2,451 global accepts · Rating: 2400 · first AC: 2022-03-17 · last AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, matrices

[houzhiyuan123's solution](#)

**743.**

1619H

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

Quality: 1,433 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[houzhiyuan123's solution](#)

**744.**

1630D

[Flipping Range](#) · [Tutorial](#)

Quality: 1,993 global accepts · Rating: 2400 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, greedy, number theory

[houzhiyuan123's solution](#)

**745.**

1436E

[Complicated Computations](#) · [Tutorial](#)

Quality: 2,674 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, two pointers

[houzhiyuan123's solution](#)

**746.**

856D

[Masha and Cactus](#) · [Tutorial](#)

Quality: 590 global accepts · Rating: 2400 · first AC: 2022-03-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[houzhiyuan123's solution](#)

**747.**

1260E

[Tournament](#) · [Tutorial](#)

Quality: 1,890 global accepts · Rating: 2400 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy

[houzhiyuan123's solution](#)

**748.**

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,738 global accepts · Rating: 2400 · first AC: 2022-03-02 · last AC: 2022-03-02 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths

[houzhiyuan123's solution](#)

**749.**

1638E

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

Quality: 2,364 global accepts · Rating: 2400 · first AC: 2022-02-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[houzhiyuan123's solution](#)

**750.**

1107G

[Vasya and Maximum Profit](#) · [Tutorial](#)

Quality: 1,242 global accepts · Rating: 2400 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, dsu

[houzhiyuan123's solution](#)

**751.**

1042F

[Leaf Sets](#) · [Tutorial](#)

Quality: 1,490 global accepts · Rating: 2400 · first AC: 2022-01-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, greedy, sortings, trees

[houzhiyuan123's solution](#)

**752.**

1629F2

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

Rating: 2400 · first AC: 2022-01-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, games

[houzhiyuan123's solution](#)

**753.**

1615E

[Purple Crayon](#) · [Tutorial](#)

Quality: 1,700 global accepts · Rating: 2400 · first AC: 2021-12-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, math, sortings, trees

[houzhiyuan123's solution](#)

**754.**

1499E

[Chaotic Merge](#) · [Tutorial](#)

Quality: 1,662 global accepts · Rating: 2400 · first AC: 2021-10-28 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings  
[houzhiyuan123's solution](#)

**755.**

601D

[Acyclic Organic Compounds](#) · [Tutorial](#)

Quality: 1,246 global accepts · Rating: 2400 · first AC: 2021-10-06 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, dsu, hashing, strings, trees  
[houzhiyuan123's solution](#)

**756.**

449D

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

Quality: 6,137 global accepts · Rating: 2400 · first AC: 2021-09-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp  
[houzhiyuan123's solution](#)

**757.**

1187D

[Subarray Sorting](#) · [Tutorial](#)

Quality: 3,001 global accepts · Rating: 2400 · first AC: 2021-09-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, sortings  
[houzhiyuan123's solution](#)

**758.**

258E

[Little Elephant and Tree](#) · [Tutorial](#)

Quality: 1,319 global accepts · Rating: 2400 · first AC: 2021-09-05 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees  
[houzhiyuan123's solution](#)

**759.**

912E

[Prime Gift](#) · [Tutorial](#)

Quality: 2,045 global accepts · Rating: 2400 · first AC: 2021-06-04 · GNU C++11 (first AC) · Tags: binary search, dfs and similar, math, meet-in-the-middle, number theory, two pointers  
[houzhiyuan123's solution](#)

**760.**

959F

[Mahmoud and Ehab and yet another xor task](#) · [Tutorial](#)

Quality: 2,828 global accepts · Rating: 2400 · first AC: 2021-05-03 · GNU C++11 (first AC) · Tags: bitmasks, dp, math, matrices  
[houzhiyuan123's solution](#)

**761.**

2206E

[Parallel Sums](#) · [Tutorial](#)

Quality: 404 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, geometry  
[houzhiyuan123's solution](#)

**762.**

2206B

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

Quality: 349 global accepts · Rating: 2500 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, games, trees  
[houzhiyuan123's solution](#)

**763.**

2190D

[Prufer Vertex](#) · [Tutorial](#)

Quality: 950 global accepts · Rating: 2500 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dsu, number theory, probabilities, trees  
[houzhiyuan123's solution](#)

**764.**

2182F2

[Christmas Reindeer \(hard version\)](#) · [Tutorial](#)

Quality: 1,093 global accepts · Rating: 2500 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, data structures, greedy, math

[houzhiyuan123's solution](#)

**765.**

2183F

[Jumping Man](#) · [Tutorial](#)

Quality: 1,128 global accepts · Rating: 2500 · first AC: 2026-01-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**766.**

1838E

[Count Supersequences](#) · [Tutorial](#)

Quality: 1,851 global accepts · Rating: 2500 · first AC: 2025-11-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**767.**

1111E

[Tree](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2500 · first AC: 2025-11-11 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, graphs, trees

[houzhiyuan123's solution](#)

**768.**

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,020 global accepts · Rating: 2500 · first AC: 2025-10-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[houzhiyuan123's solution](#)

**769.**

2135D2

[From the Unknown \(Hard Version\)](#) · [Tutorial](#)

Quality: 991 global accepts · Rating: 2500 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, interactive, math

[houzhiyuan123's solution](#)

**770.**

2140E2

[Prime Gaming \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2500 · first AC: 2025-09-11 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, probabilities

[houzhiyuan123's solution](#)

**771.**

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**772.**

1497E2

[Square-Free Division \(hard version\)](#) · [Tutorial](#)

Quality: 1,915 global accepts · Rating: 2500 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers

[houzhiyuan123's solution](#)

**773.**

1948F

[Rare Coins](#) · [Tutorial](#)

Quality: 1,623 global accepts · Rating: 2500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[houzhiyuan123's solution](#)

**774.**

1951F

[Inversion Composition](#) · [Tutorial](#)

Quality: 963 global accepts · Rating: 2500 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[houzhiyuan123's solution](#)

**775.**

1746E1

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

Quality: 1,693 global accepts · Rating: 2500 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, interactive, ternary search

[houzhiyuan123's solution](#)

**776.**

1909F2

[Small Permutation Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,229 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**777.**

1922F

[Replace on Segment](#) · [Tutorial](#)

Quality: 1,746 global accepts · Rating: 2500 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: dp, graph matchings

[houzhiyuan123's solution](#)

**778.**

1920F1

[Smooth Sailing \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2500 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, dsu, graphs, shortest paths

[houzhiyuan123's solution](#)

**779.**

442C

[Artem and Array](#) · [Tutorial](#)

Quality: 1,950 global accepts · Rating: 2500 · first AC: 2024-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[houzhiyuan123's solution](#)

**780.**

1917F

[Construct Tree](#) · [Tutorial](#)

Quality: 1,197 global accepts · Rating: 2500 · first AC: 2023-12-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees

[houzhiyuan123's solution](#)

**781.**

1876D

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

Quality: 1,049 global accepts · Rating: 2500 · first AC: 2023-11-17 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, two pointers

[houzhiyuan123's solution](#)

**782.**

1497D

[Genius](#) · [Tutorial](#)

Quality: 1,739 global accepts · Rating: 2500 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, number theory

[houzhiyuan123's solution](#)

**783.**

1284E

[New Year and Castle Construction](#) · [Tutorial](#)

Quality: 1,379 global accepts · Rating: 2500 · first AC: 2023-10-04 · last AC: 2023-10-04 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, geometry, math, sortings

[houzhiyuan123's solution](#)

**784.**

1854C

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

Quality: 1,788 global accepts · Rating: 2500 · first AC: 2023-07-30 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities  
[houzhiyuan123's solution](#)

**785.**

1845E

[Boxes and Balls](#) · [Tutorial](#)

Quality: 1,605 global accepts · Rating: 2500 · first AC: 2023-07-06 · last AC: 2023-07-16 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, math

[houzhiyuan123's solution](#)

**786.**

1842F

[Tenzing and Tree](#) · [Tutorial](#)

Quality: 1,809 global accepts · Rating: 2500 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, greedy, shortest paths, sortings, trees

[houzhiyuan123's solution](#)

**787.**

1809F

[Traveling in Berland](#) · [Tutorial](#)

Quality: 930 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, graphs, greedy, implementation

[houzhiyuan123's solution](#)

**788.**

1814D

[Balancing Weapons](#) · [Tutorial](#)

Quality: 1,025 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, math, two pointers

[houzhiyuan123's solution](#)

**789.**

1824C

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

Quality: 1,687 global accepts · Rating: 2500 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, dp, dsu, greedy, trees

[houzhiyuan123's solution](#)

**790.**

1796E

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

Quality: 1,032 global accepts · Rating: 2500 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dp, games, greedy, trees

[houzhiyuan123's solution](#)

**791.**

1806D

[DSU Master](#) · [Tutorial](#)

Quality: 1,189 global accepts · Rating: 2500 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, math

[houzhiyuan123's solution](#)

**792.**

156D

[Clues](#) · [Tutorial](#)

Quality: 2,035 global accepts · Rating: 2500 · first AC: 2023-01-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, graphs

[houzhiyuan123's solution](#)

**793.**

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

[houzhiyuan123's solution](#)

**794.**

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2023-01-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[houzhiyuan123's solution](#)

**795.**

1771F

[Hossam and Range Minimum Query](#) · [Tutorial](#)

Quality: 1,550 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, data structures, hashing, probabilities, strings, trees

[houzhiyuan123's solution](#)

**796.**

1771E

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

Quality: 797 global accepts · Rating: 2500 · first AC: 2022-12-30 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, implementation, two pointers

[houzhiyuan123's solution](#)

**797.**

1731F

[Function Sum](#) · [Tutorial](#)

Quality: 854 global accepts · Rating: 2500 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**798.**

1767E

[Algebra Flash](#) · [Tutorial](#)

Quality: 1,255 global accepts · Rating: 2500 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, graphs, math, meet-in-the-middle, trees

[houzhiyuan123's solution](#)

**799.**

1764F

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

Quality: 1,195 global accepts · Rating: 2500 · first AC: 2022-12-04 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, sortings, trees

[houzhiyuan123's solution](#)

**800.**

1583F

[Defender of Childhood Dreams](#) · [Tutorial](#)

Quality: 1,536 global accepts · Rating: 2500 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, divide and conquer

[houzhiyuan123's solution](#)

**801.**

1612G

[Max Sum Array](#) · [Tutorial](#)

Quality: 1,000 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, greedy, sortings

[houzhiyuan123's solution](#)

**802.**

1623E

[Middle Duplication](#) · [Tutorial](#)

Quality: 1,261 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy, strings, trees

[houzhiyuan123's solution](#)

**803.**

1625E1

[Cats on the Upgrade \(easy version\)](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, divide and conquer, dp, graphs, trees

[houzhiyuan123's solution](#)

**804.**

1647E

[Madoka and the Sixth-graders](#) · Tutorial

Quality: 1,097 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, greedy  
[houzhiyuan123's solution](#)

**805.**

1658E

[Gojou and Matrix Game](#) · Tutorial

Quality: 1,176 global accepts · Rating: 2500 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, games, hashing, implementation, math, number theory, sortings  
[houzhiyuan123's solution](#)

**806.**

1665E

[MinimizOR](#) · Tutorial

Quality: 1,799 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, divide and conquer, greedy, implementation, two pointers  
[houzhiyuan123's solution](#)

**807.**

1666E

[Even Split](#) · Tutorial

Quality: 883 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, greedy, math  
[houzhiyuan123's solution](#)

**808.**

1673E

[Power or XOR?](#) · Tutorial

Quality: 802 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, math, number theory  
[houzhiyuan123's solution](#)

**809.**

1689E

[ANDfinity](#) · Tutorial

Quality: 1,360 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dsu, graphs  
[houzhiyuan123's solution](#)

**810.**

1709F

[Multiset of Strings](#) · Tutorial

Quality: 681 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, fft, flows, graphs, math, meet-in-the-middle, trees  
[houzhiyuan123's solution](#)

**811.**

1710C

[XOR Triangle](#) · Tutorial

Quality: 1,628 global accepts · Rating: 2500 · first AC: 2022-11-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, dp, greedy, math  
[houzhiyuan123's solution](#)

**812.**

1712E2

[LCM Sum \(hard version\)](#) · Tutorial

Quality: 1,613 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, math, number theory, two pointers  
[houzhiyuan123's solution](#)

**813.**

1717F

[Madoka and The First Session](#) · Tutorial

Quality: 638 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, flows, graph

matchings, graphs, implementation

[houzhiyuan123's solution](#)

**814.**

1725J

[Journey](#) · [Tutorial](#)

Quality: 464 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, trees

[houzhiyuan123's solution](#)

**815.**

1734F

[Zeros and Ones](#) · [Tutorial](#)

Quality: 975 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[houzhiyuan123's solution](#)

**816.**

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**817.**

1418G

[Three Occurrences](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2500 · first AC: 2022-11-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, hashing, two pointers

[houzhiyuan123's solution](#)

**818.**

1737E

[Ela Goes Hiking](#) · [Tutorial](#)

Quality: 1,075 global accepts · Rating: 2500 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**819.**

1725E

[Electrical Efficiency](#) · [Tutorial](#)

Quality: 599 global accepts · Rating: 2500 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dp, math, number theory, trees

[houzhiyuan123's solution](#)

**820.**

543C

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

Quality: 1,555 global accepts · Rating: 2500 · first AC: 2022-09-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp

[houzhiyuan123's solution](#)

**821.**

161E

[Polycarpus the Safecracker](#) · [Tutorial](#)

Quality: 507 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp

[houzhiyuan123's solution](#)

**822.**

1725K

[Kingdom of Criticism](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2500 · first AC: 2022-09-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[houzhiyuan123's solution](#)

**823.**

825G

[Tree Queries](#) · [Tutorial](#)

Quality: 1,470 global accepts · Rating: 2500 · first AC: 2022-09-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, trees

[houzhiyuan123's solution](#)

**824.**

1716E

[Swap and Maximum Block](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2022-08-09 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, data structures, dfs and similar, divide and conquer, dp

[houzhiyuan123's solution](#)

**825.**

1716F

[Bags with Balls](#) · [Tutorial](#)

Quality: 1,365 global accepts · Rating: 2500 · first AC: 2022-08-05 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

**826.**

1556F

[Sports Betting](#) · [Tutorial](#)

Quality: 1,420 global accepts · Rating: 2500 · first AC: 2022-07-15 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, combinatorics, dp, graphs, math, probabilities

[houzhiyuan123's solution](#)

**827.**

1691F

[K-Set Tree](#) · [Tutorial](#)

Quality: 1,135 global accepts · Rating: 2500 · first AC: 2022-07-12 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[houzhiyuan123's solution](#)

**828.**

875F

[Royal Questions](#) · [Tutorial](#)

Quality: 1,585 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: dsu, graphs, greedy

[houzhiyuan123's solution](#)

**829.**

1701F

[Points](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2500 · first AC: 2022-07-11 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, data structures, implementation, math, matrices

[houzhiyuan123's solution](#)

**830.**

1701E

[Text Editor](#) · [Tutorial](#)

Quality: 1,347 global accepts · Rating: 2500 · first AC: 2022-07-10 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, greedy, strings

[houzhiyuan123's solution](#)

**831.**

963D

[Frequency of String](#) · [Tutorial](#)

Quality: 2,730 global accepts · Rating: 2500 · first AC: 2022-07-05 · C++17 (GCC 9-64) (first AC) · Tags: hashing, string suffix structures, strings

[houzhiyuan123's solution](#)

**832.**

1017F

[The Neutral Zone](#) · [Tutorial](#)

Quality: 952 global accepts · Rating: 2500 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math

[houzhiyuan123's solution](#)

**833.**

1687C

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

Quality: 1,688 global accepts · Rating: 2500 · first AC: 2022-06-04 · C++17 (GCC 9-64) (first AC) · Tags: binary search, brute force, data structures, dsu, greedy, sortings

[houzhiyuan123's solution](#)

**834.**

1305F

[Kuroki and the Punishment](#) · [Tutorial](#)

Quality: 3,239 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: math, number theory, probabilities  
[houzhiyuan123's solution](#)

**835.**

1534F1

[Falling Sand \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,400 global accepts · Rating: 2500 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy  
[houzhiyuan123's solution](#)

**836.**

954H

[Path Counting](#) · [Tutorial](#)

Quality: 763 global accepts · Rating: 2500 · first AC: 2022-05-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp  
[houzhiyuan123's solution](#)

**837.**

1209E2

[Rotate Columns \(hard version\)](#) · [Tutorial](#)

Quality: 2,299 global accepts · Rating: 2500 · first AC: 2022-05-26 · last AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, greedy, sortings  
[houzhiyuan123's solution](#)

**838.**

1677D

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

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[houzhiyuan123's solution](#)

**839.**

407C

[Curious Array](#) · [Tutorial](#)

Quality: 1,193 global accepts · Rating: 2500 · first AC: 2022-05-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, implementation, math  
[houzhiyuan123's solution](#)

**840.**

986C

[AND Graph](#) · [Tutorial](#)

Quality: 2,715 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dsu, graphs  
[houzhiyuan123's solution](#)

**841.**

868F

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

Quality: 5,100 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[houzhiyuan123's solution](#)

**842.**

1559D2

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

Quality: 3,065 global accepts · Rating: 2500 · first AC: 2022-05-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, greedy, trees, two pointers  
[houzhiyuan123's solution](#)

**843.**

958C3

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

Quality: 717 global accepts · Rating: 2500 · first AC: 2022-04-28 · last AC: 2022-04-28 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp  
[houzhiyuan123's solution](#)

**844.**

1120D

[Power Tree](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2022-04-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, dsu, graphs, greedy, trees

[houzhiyuan123's solution](#)

**845.**

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2022-04-11 · last AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[houzhiyuan123's solution](#)

**846.**

840C

[On the Bench](#) · [Tutorial](#)

Quality: 2,070 global accepts · Rating: 2500 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**847.**

55D

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

Quality: 4,620 global accepts · Rating: 2500 · first AC: 2021-09-24 · last AC: 2022-03-28 · C++14 (GCC 6-32) (first AC) · Tags: dp, number theory

[houzhiyuan123's solution](#)

**848.**

1508C

[Complete the MST](#) · [Tutorial](#)

Quality: 1,726 global accepts · Rating: 2500 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, dfs and similar, dsu, graphs, greedy, trees

[houzhiyuan123's solution](#)

**849.**

1585G

[Poachers](#) · [Tutorial](#)

Quality: 310 global accepts · Rating: 2500 · first AC: 2022-03-25 · last AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: dp, games, graphs, trees

[houzhiyuan123's solution](#)

**850.**

1637F

[Towers](#) · [Tutorial](#)

Quality: 2,160 global accepts · Rating: 2500 · first AC: 2022-03-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, greedy, trees

[houzhiyuan123's solution](#)

**851.**

1175F

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

Quality: 2,665 global accepts · Rating: 2500 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, hashing, math

[houzhiyuan123's solution](#)

**852.**

449C

[Jzzhu and Apples](#) · [Tutorial](#)

Quality: 2,527 global accepts · Rating: 2500 · first AC: 2022-03-21 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, number theory

[houzhiyuan123's solution](#)

**853.**

739C

[Alyona and towers](#) · [Tutorial](#)

Quality: 1,709 global accepts · Rating: 2500 · first AC: 2022-03-18 · last AC: 2022-03-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**854.**

1527E

[Partition Game](#) · [Tutorial](#)

Quality: 2,906 global accepts · Rating: 2500 · first AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp

[houzhiyuan123's solution](#)

**855.**

1550E

[Stringforces](#) · [Tutorial](#)

Quality: 1,838 global accepts · Rating: 2500 · first AC: 2022-03-08 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, dp, strings, two pointers

[houzhiyuan123's solution](#)

**856.**

1528D

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

Quality: 1,689 global accepts · Rating: 2500 · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[houzhiyuan123's solution](#)

**857.**

1037F

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

Quality: 1,272 global accepts · Rating: 2500 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, math

[houzhiyuan123's solution](#)

**858.**

348D

[Turtles](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2500 · first AC: 2022-02-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[houzhiyuan123's solution](#)

**859.**

1041F

[Ray in the tube](#) · [Tutorial](#)

Quality: 1,614 global accepts · Rating: 2500 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, math

[houzhiyuan123's solution](#)

**860.**

1375E

[Inversion SwapSort](#) · [Tutorial](#)

Quality: 3,371 global accepts · Rating: 2500 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[houzhiyuan123's solution](#)

**861.**

508D

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

Quality: 4,229 global accepts · Rating: 2500 · first AC: 2021-10-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs

[houzhiyuan123's solution](#)

**862.**

840D

[Destiny](#) · [Tutorial](#)

Quality: 3,956 global accepts · Rating: 2500 · first AC: 2021-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities

[houzhiyuan123's solution](#)

**863.**

1407E

[Egor in the Republic of Dagestan](#) · [Tutorial](#)

Quality: 1,907 global accepts · Rating: 2500 · first AC: 2021-07-21 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, dp, graphs, greedy, shortest paths

[houzhiyuan123's solution](#)

**864.**

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2021-07-16 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, greedy, math

[houzhiyuan123's solution](#)

**865.**

1096E

[The Top Scorer](#) · [Tutorial](#)

Quality: 1,279 global accepts · Rating: 2500 · first AC: 2021-01-11 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**866.**

1174E

[Ehab and the Expected GCD Problem](#) · [Tutorial](#)

Quality: 1,777 global accepts · Rating: 2500 · first AC: 2020-07-27 · GNU C++11 (first AC) · Tags: combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

**867.**

2206D

[Christmas Tree Un-decoration](#) · [Tutorial](#)

Quality: 241 global accepts · Rating: 2600 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: data structures, dp, trees

[houzhiyuan123's solution](#)

**868.**

2138D

[Antamuny and Slider Movement](#) · [Tutorial](#)

Quality: 640 global accepts · Rating: 2600 · first AC: 2025-09-18 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, implementation, math, sortings

[houzhiyuan123's solution](#)

**869.**

1326F1

[Wise Men \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,007 global accepts · Rating: 2600 · first AC: 2025-06-25 · last AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[houzhiyuan123's solution](#)

**870.**

1987F2

[Interesting Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2600 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**871.**

1982F

[Sorting Problem Again](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2600 · first AC: 2024-06-30 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, sortings

[houzhiyuan123's solution](#)

**872.**

1975F

[Set](#) · [Tutorial](#)

Quality: 1,037 global accepts · Rating: 2600 · first AC: 2024-05-30 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dfs and similar, divide and conquer, dp, math

[houzhiyuan123's solution](#)

**873.**

814E

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

Quality: 725 global accepts · Rating: 2600 · first AC: 2024-01-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, graphs, shortest paths

[houzhiyuan123's solution](#)

**874.**

482C

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

Quality: 993 global accepts · Rating: 2600 · first AC: 2024-01-02 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, probabilities

[houzhiyuan123's solution](#)

**875.**

1217F

[Forced Online Queries Problem](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 2600 · first AC: 2023-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dsu, graphs, trees

[houzhiyuan123's solution](#)

**876.**

1898F

[Vova Escapes the Matrix](#) · [Tutorial](#)

Quality: 942 global accepts · Rating: 2600 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, divide and conquer, shortest paths

[houzhiyuan123's solution](#)

**877.**

1893D

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

Quality: 1,091 global accepts · Rating: 2600 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[houzhiyuan123's solution](#)

**878.**

1895F

[Fancy Arrays](#) · [Tutorial](#)

Quality: 1,044 global accepts · Rating: 2600 · first AC: 2023-11-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, matrices

[houzhiyuan123's solution](#)

**879.**

1889C2

[Doremy's Drying Plan \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,206 global accepts · Rating: 2600 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**880.**

1863F

[Divide, XOR, and Conquer](#) · [Tutorial](#)

Quality: 1,352 global accepts · Rating: 2600 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, math

[houzhiyuan123's solution](#)

**881.**

1120E

[The very same Munchhausen](#) · [Tutorial](#)

Quality: 141 global accepts · Rating: 2600 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[houzhiyuan123's solution](#)

**882.**

1823F

[Random Walk](#) · [Tutorial](#)

Quality: 1,289 global accepts · Rating: 2600 · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: dp, graphs, math, probabilities, trees

[houzhiyuan123's solution](#)

**883.**

436E

[Cardboard Box](#) · [Tutorial](#)

Quality: 1,822 global accepts · Rating: 2600 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[houzhiyuan123's solution](#)

**884.**

1835C

[Twin Clusters](#) · [Tutorial](#)

Quality: 1,167 global accepts · Rating: 2600 · first AC: 2023-07-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, constructive algorithms, math, probabilities

[houzhiyuan123's solution](#)

**885.**

1827C

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

Quality: 1,658 global accepts · Rating: 2600 · first AC: 2023-05-20 · last AC: 2023-05-20 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures, dp, hashing, strings

[houzhiyuan123's solution](#)

**886.**

1821F

[Timber](#) · [Tutorial](#)

Quality: 939 global accepts · Rating: 2600 · first AC: 2023-04-26 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**887.**

1805F1

[Survival of the Weakest \(easy version\)](#) · [Tutorial](#)

Quality: 1,337 global accepts · Rating: 2600 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, implementation, math, sortings

[houzhiyuan123's solution](#)

**888.**

1815D

[XOR Counting](#) · [Tutorial](#)

Quality: 1,495 global accepts · Rating: 2600 · first AC: 2023-04-13 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp, math

[houzhiyuan123's solution](#)

**889.**

1799G

[Count Voting](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**890.**

955F

[Heaps](#) · [Tutorial](#)

Quality: 1,964 global accepts · Rating: 2600 · first AC: 2023-03-19 · last AC: 2023-03-19 · C++20 (GCC 11-64) (first AC) · Tags: dp, trees

[houzhiyuan123's solution](#)

**891.**

273E

[Dima and Game](#) · [Tutorial](#)

Quality: 401 global accepts · Rating: 2600 · first AC: 2023-03-18 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[houzhiyuan123's solution](#)

**892.**

1340D

[Nastya and Time Machine](#) · [Tutorial](#)

Quality: 1,071 global accepts · Rating: 2600 · first AC: 2023-03-17 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[houzhiyuan123's solution](#)

**893.**

1016F

[Road Projects](#) · [Tutorial](#)

Quality: 1,028 global accepts · Rating: 2600 · first AC: 2023-03-16 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**894.**

1762F

[Good Pairs](#) · [Tutorial](#)

Quality: 888 global accepts · Rating: 2600 · first AC: 2023-03-15 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[houzhiyuan123's solution](#)

**895.**

1793E

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

Quality: 1,334 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy, sortings, two pointers  
[houzhiyuan123's solution](#)

**896.**

1793F

[Rebreeding](#) · [Tutorial](#)

Quality: 1,631 global accepts · Rating: 2600 · first AC: 2023-02-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, divide and conquer, implementation  
[houzhiyuan123's solution](#)

**897.**

1778F

[Maximizing Root](#) · [Tutorial](#)

Quality: 867 global accepts · Rating: 2600 · first AC: 2023-02-02 · last AC: 2023-02-02 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, dp, graphs, math, number theory, trees  
[houzhiyuan123's solution](#)

**898.**

1400G

[Mercenaries](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 2600 · first AC: 2022-12-28 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, dp, dsu, math, two pointers  
[houzhiyuan123's solution](#)

**899.**

1406E

[Deleting Numbers](#) · [Tutorial](#)

Quality: 1,879 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math, number theory  
[houzhiyuan123's solution](#)

**900.**

1425B

[Blue and Red of Our Faculty!](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp  
[houzhiyuan123's solution](#)

**901.**

1430F

[Realistic Gameplay](#) · [Tutorial](#)

Quality: 1,027 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy  
[houzhiyuan123's solution](#)

**902.**

1430G

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

Quality: 869 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, flows, graphs, math  
[houzhiyuan123's solution](#)

**903.**

1469F

[Power Sockets](#) · [Tutorial](#)

Quality: 1,080 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, greedy  
[houzhiyuan123's solution](#)

**904.**

1495D

[BFS Trees](#) · [Tutorial](#)

Quality: 1,537 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, graphs, math, shortest paths, trees  
[houzhiyuan123's solution](#)

**905.**

1500C

[Matrix Sorting](#) · [Tutorial](#)

Quality: 915 global accepts · Rating: 2600 · first AC: 2022-12-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy, two pointers

[houzhiyuan123's solution](#)

### 906.

1503D

[Flip the Cards](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: 2-sat, constructive algorithms, data structures, greedy, sortings, two pointers

[houzhiyuan123's solution](#)

### 907.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...

[houzhiyuan123's solution](#)

### 908.

1554E

[You](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-12-26 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, math, number theory

[houzhiyuan123's solution](#)

### 909.

1566F

[Points Movement](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2600 · first AC: 2022-12-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, implementation, sortings

[houzhiyuan123's solution](#)

### 910.

1762E

[Tree Sum](#) · [Tutorial](#)

Quality: 848 global accepts · Rating: 2600 · first AC: 2022-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, trees

[houzhiyuan123's solution](#)

### 911.

1773D

[Dominoes](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 2600 · first AC: 2022-12-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, flows, graph matchings, greedy

[houzhiyuan123's solution](#)

### 912.

1389F

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

Quality: 1,246 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, graph matchings, sortings

[houzhiyuan123's solution](#)

### 913.

1380G

[Circular Dungeon](#) · [Tutorial](#)

Quality: 935 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, probabilities

[houzhiyuan123's solution](#)

### 914.

1380F

[Strange Addition](#) · [Tutorial](#)

Quality: 891 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, matrices

[houzhiyuan123's solution](#)

### 915.

1363F

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

Quality: 1,736 global accepts · Rating: 2600 · first AC: 2022-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, strings

[houzhiyuan123's solution](#)

**916.**

1348F

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

Quality: 906 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, graphs, greedy

[houzhiyuan123's solution](#)

**917.**

1325E

[Ehab's REAL Number Theory Problem](#) · [Tutorial](#)

Quality: 2,335 global accepts · Rating: 2600 · first AC: 2022-11-15 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dfs and similar, graphs, number theory, shortest paths

[houzhiyuan123's solution](#)

**918.**

1267F

[Foolprüf Security](#) · [Tutorial](#)

Quality: 720 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: graphs

[houzhiyuan123's solution](#)

**919.**

1257G

[Divisor Set](#) · [Tutorial](#)

Quality: 736 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, fft, greedy, math, number theory

[houzhiyuan123's solution](#)

**920.**

1227G

[Not Same](#) · [Tutorial](#)

Quality: 1,188 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[houzhiyuan123's solution](#)

**921.**

1223F

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

Quality: 2,268 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, dp, hashing

[houzhiyuan123's solution](#)

**922.**

1178F2

[Long Colorful Strip](#) · [Tutorial](#)

Quality: 1,049 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**923.**

1172C2

[Nauuo and Pictures \(hard version\)](#) · [Tutorial](#)

Quality: 995 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[houzhiyuan123's solution](#)

**924.**

1153F

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

Quality: 929 global accepts · Rating: 2600 · first AC: 2022-11-14 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**925.**

1111D

[Destroy the Colony](#) · [Tutorial](#)

Quality: 1,154 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**926.**

1278F

[Cards](#) · [Tutorial](#)

Quality: 2,498 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities

[houzhiyuan123's solution](#)

**927.**

1264D1

[Beautiful Bracket Sequence \(easy version\)](#) · [Tutorial](#)

Quality: 1,526 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[houzhiyuan123's solution](#)

**928.**

1237F

[Balanced Domino Placements](#) · [Tutorial](#)

Quality: 1,092 global accepts · Rating: 2600 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**929.**

1599J

[Bob's Beautiful Array](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 2600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy

[houzhiyuan123's solution](#)

**930.**

1651E

[Sum of Matchings](#) · [Tutorial](#)

Quality: 619 global accepts · Rating: 2600 · first AC: 2022-11-10 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, constructive algorithms, dfs and similar, graph matchings, greedy, math

[houzhiyuan123's solution](#)

**931.**

1740F

[Conditional Mix](#) · [Tutorial](#)

Quality: 1,068 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**932.**

1685C

[Bring Balance](#) · [Tutorial](#)

Quality: 1,339 global accepts · Rating: 2600 · first AC: 2022-10-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy

[houzhiyuan123's solution](#)

**933.**

1739F

[Keyboard Design](#) · [Tutorial](#)

Quality: 636 global accepts · Rating: 2600 · first AC: 2022-10-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp, string suffix structures, strings

[houzhiyuan123's solution](#)

**934.**

1736E

[Swap and Take](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 2600 · first AC: 2022-10-12 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**935.**

15E

[Triangles](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2600 · first AC: 2022-09-02 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**936.**

1580B

[Mathematics Curriculum](#) · [Tutorial](#)

Quality: 1,283 global accepts · Rating: 2600 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: brute force, combinatorics, dp, trees  
[houzhiyuan123's solution](#)

**937.**

1704F

[Colouring Game](#) · [Tutorial](#)

Quality: 1,304 global accepts · Rating: 2600 · first AC: 2022-08-02 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, games  
[houzhiyuan123's solution](#)

**938.**

1679F

[Formalism for Formalism](#) · [Tutorial](#)

Quality: 772 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, dp, math  
[houzhiyuan123's solution](#)

**939.**

1680F

[Lenient Vertex Cover](#) · [Tutorial](#)

Quality: 901 global accepts · Rating: 2600 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, divide and conquer, dsu, graphs, trees  
[houzhiyuan123's solution](#)

**940.**

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: data structures, two pointers  
[houzhiyuan123's solution](#)

**941.**

622F

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

Quality: 4,941 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: math  
[houzhiyuan123's solution](#)

**942.**

1699E

[Three Days Grace](#) · [Tutorial](#)

Quality: 1,374 global accepts · Rating: 2600 · first AC: 2022-07-06 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, greedy, math, number theory, two pointers  
[houzhiyuan123's solution](#)

**943.**

963C

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

Quality: 672 global accepts · Rating: 2600 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force, math, number theory  
[houzhiyuan123's solution](#)

**944.**

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees  
[houzhiyuan123's solution](#)

**945.**

1700F

[Puzzle](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2600 · first AC: 2022-06-20 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy  
[houzhiyuan123's solution](#)

**946.**

1700E

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

Quality: 955 global accepts · Rating: 2600 · first AC: 2022-06-19 · last AC: 2022-06-24 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms

[houzhiyuan123's solution](#)

**947.**

321E

[Ciel and Gondolas](#) · [Tutorial](#)

Quality: 6,272 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures, divide and conquer, dp

[houzhiyuan123's solution](#)

**948.**

338E

[Optimize!](#) · [Tutorial](#)

Quality: 1,186 global accepts · Rating: 2600 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**949.**

1209F

[Koala and Notebook](#) · [Tutorial](#)

Quality: 1,364 global accepts · Rating: 2600 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dfs and similar, graphs, shortest paths, strings, trees

[houzhiyuan123's solution](#)

**950.**

1110F

[Nearest Leaf](#) · [Tutorial](#)

Quality: 2,050 global accepts · Rating: 2600 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[houzhiyuan123's solution](#)

**951.**

442D

[Adam and Tree](#) · [Tutorial](#)

Quality: 1,131 global accepts · Rating: 2600 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees

[houzhiyuan123's solution](#)

**952.**

1515F

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

Quality: 2,076 global accepts · Rating: 2600 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, dsu, graphs, greedy, trees

[houzhiyuan123's solution](#)

**953.**

741C

[Arpa's overnight party and Mehrdad's silent entering](#) · [Tutorial](#)

Quality: 3,118 global accepts · Rating: 2600 · first AC: 2021-11-09 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[houzhiyuan123's solution](#)

**954.**

1373G

[Pawns](#) · [Tutorial](#)

Quality: 923 global accepts · Rating: 2600 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy

[houzhiyuan123's solution](#)

**955.**

1592F1

[Alice and Recoloring 1](#) · [Tutorial](#)

Quality: 1,081 global accepts · Rating: 2600 · first AC: 2022-04-15 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[houzhiyuan123's solution](#)

**956.**

662C

[Binary Table](#) · [Tutorial](#)

Quality: 2,425 global accepts · Rating: 2600 · first AC: 2022-04-14 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, divide and conquer, dp, fft, math

[houzhiyuan123's solution](#)

**957.**

1656F

[Parametric MST](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2600 · first AC: 2022-04-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, graphs, greedy, math, sortings

[houzhiyuan123's solution](#)

**958.**

1270F

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

Quality: 1,336 global accepts · Rating: 2600 · first AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: math, strings

[houzhiyuan123's solution](#)

**959.**

1344C

[Quantifier Question](#) · [Tutorial](#)

Quality: 1,980 global accepts · Rating: 2600 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, graphs, math

[houzhiyuan123's solution](#)

**960.**

85E

[Guard Towers](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dsu, geometry, graphs, sortings

[houzhiyuan123's solution](#)

**961.**

1523E

[Crypto Lights](#) · [Tutorial](#)

Quality: 1,939 global accepts · Rating: 2600 · first AC: 2022-03-24 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**962.**

1613F

[Tree Coloring](#) · [Tutorial](#)

Quality: 831 global accepts · Rating: 2600 · first AC: 2022-01-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft

[houzhiyuan123's solution](#)

**963.**

1208F

[Bits And Pieces](#) · [Tutorial](#)

Quality: 3,300 global accepts · Rating: 2600 · first AC: 2021-11-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy

[houzhiyuan123's solution](#)

**964.**

1530F

[Bingo](#) · [Tutorial](#)

Quality: 992 global accepts · Rating: 2600 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**965.**

1437F

[Emotional Fishermen](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2600 · first AC: 2021-11-07 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, two pointers

[houzhiyuan123's solution](#)

**966.**

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-11-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers

[houzhiyuan123's solution](#)

**967.**

1391E

[Pairs of Pairs](#) · [Tutorial](#)

Quality: 1,927 global accepts · Rating: 2600 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy, trees

[houzhiyuan123's solution](#)

**968.**

1446D1

[Frequency Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,104 global accepts · Rating: 2600 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, greedy

[houzhiyuan123's solution](#)

**969.**

547D

[Mike and Fish](#) · [Tutorial](#)

Quality: 3,122 global accepts · Rating: 2600 · first AC: 2021-02-22 · GNU C++11 (first AC) · Tags: constructive algorithms, dfs and similar, graphs

[houzhiyuan123's solution](#)

**970.**

2154F1

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

Quality: 565 global accepts · Rating: 2700 · first AC: 2025-10-23 · C++23 (GCC 14-64, msys2) (first AC) · Tags: brute force, combinatorics, constructive algorithms, implementation, math

[houzhiyuan123's solution](#)

**971.**

2150D

[Attraction Theory](#) · [Tutorial](#)

Quality: 752 global accepts · Rating: 2700 · first AC: 2025-10-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**972.**

2115C

[Gellyfish and Eternal Violet](#) · [Tutorial](#)

Quality: 913 global accepts · Rating: 2700 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy, math, probabilities

[houzhiyuan123's solution](#)

**973.**

1942F

[Farmer John's Favorite Function](#) · [Tutorial](#)

Quality: 973 global accepts · Rating: 2700 · first AC: 2024-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, implementation, math

[houzhiyuan123's solution](#)

**974.**

1924D

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

Quality: 1,430 global accepts · Rating: 2700 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**975.**

1550F

[Jumping Around](#) · [Tutorial](#)

Quality: 899 global accepts · Rating: 2700 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, divide and conquer, dp, dsu, graphs, shortest paths

[houzhiyuan123's solution](#)

**976.**

1916H2

[Matrix Rank \(Hard Version\)](#) · [Tutorial](#)

Quality: 631 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, matrices, string suffix structures

[houzhiyuan123's solution](#)

**977.**

1916H1

[Matrix Rank \(Easy Version\)](#) · [Tutorial](#)

Quality: 715 global accepts · Rating: 2700 · first AC: 2023-12-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, combinatorics, dp, math, matrices

[houzhiyuan123's solution](#)

**978.**

1146G

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

Quality: 1,046 global accepts · Rating: 2700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp, flows, graphs

[houzhiyuan123's solution](#)

**979.**

1303G

[Sum of Prefix Sums](#) · [Tutorial](#)

Quality: 1,009 global accepts · Rating: 2700 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, geometry, trees

[houzhiyuan123's solution](#)

**980.**

774F

[Pens And Days Of Week](#) · [Tutorial](#)

Quality: 154 global accepts · Rating: 2700 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: \*special, binary search, number theory

[houzhiyuan123's solution](#)

**981.**

578D

[LCS Again](#) · [Tutorial](#)

Quality: 961 global accepts · Rating: 2700 · first AC: 2023-11-23 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**982.**

1632E2

[Distance Tree \(hard version\)](#) · [Tutorial](#)

Quality: 1,198 global accepts · Rating: 2700 · first AC: 2023-11-16 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, shortest paths, trees

[houzhiyuan123's solution](#)

**983.**

1887D

[Split](#) · [Tutorial](#)

Quality: 1,259 global accepts · Rating: 2700 · first AC: 2023-11-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, divide and conquer, dsu, math, trees, two pointers

[houzhiyuan123's solution](#)

**984.**

1867F

[Most Different Tree](#) · [Tutorial](#)

Quality: 509 global accepts · Rating: 2700 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, greedy, hashing

[houzhiyuan123's solution](#)

**985.**

1120B

[Once in a casino](#) · [Tutorial](#)

Quality: 480 global accepts · Rating: 2700 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[houzhiyuan123's solution](#)

**986.**

1103C

[Johnny Solving](#) · [Tutorial](#)

Quality: 953 global accepts · Rating: 2700 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[houzhiyuan123's solution](#)

**987.**

1019D

[Large Triangle](#) · [Tutorial](#)

Quality: 742 global accepts · Rating: 2700 · first AC: 2023-10-06 · C++20 (GCC 11-64) (first AC) · Tags: binary search, geometry, sortings

[houzhiyuan123's solution](#)

**988.**

1487G

[String Counting](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2700 · first AC: 2023-10-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**989.**

1658F

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

Quality: 924 global accepts · Rating: 2700 · first AC: 2023-07-20 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, greedy, math

[houzhiyuan123's solution](#)

**990.**

1841F

[Monocarp and a Strategic Game](#) · [Tutorial](#)

Quality: 607 global accepts · Rating: 2700 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: geometry, sortings, two pointers

[houzhiyuan123's solution](#)

**991.**

1540C1

[Converging Array \(Easy Version\)](#) · [Tutorial](#)

Quality: 750 global accepts · Rating: 2700 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[houzhiyuan123's solution](#)

**992.**

1774F2

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

Quality: 865 global accepts · Rating: 2700 · first AC: 2023-04-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, implementation

[houzhiyuan123's solution](#)

**993.**

1789F

[Serval and Brain Power](#) · [Tutorial](#)

Quality: 999 global accepts · Rating: 2700 · first AC: 2023-04-22 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation, strings

[houzhiyuan123's solution](#)

**994.**

1814F

[Communication Towers](#) · [Tutorial](#)

Quality: 937 global accepts · Rating: 2700 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: brute force, divide and conquer, dsu

[houzhiyuan123's solution](#)

**995.**

1799F

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

Quality: 1,082 global accepts · Rating: 2700 · first AC: 2023-03-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dp, greedy, sortings

[houzhiyuan123's solution](#)

**996.**

1801F

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

Quality: 746 global accepts · Rating: 2700 · first AC: 2023-03-22 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, meet-in-the-middle, number theory

[houzhiyuan123's solution](#)

**997.**

1804F

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

Quality: 1,175 global accepts · Rating: 2700 · first AC: 2023-03-21 · C++20 (GCC 11-64) (first AC) · Tags: binary search, divide and conquer, graphs, shortest paths

[houzhiyuan123's solution](#)

**998.**

1792F1

[Graph Coloring \(easy version\)](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 2700 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, graphs

[houzhiyuan123's solution](#)

**999.**

1782F

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

Rating: 2700 · first AC: 2023-01-16 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, probabilities, trees

[houzhiyuan123's solution](#)

**1000.**

1750F

[Majority](#) · [Tutorial](#)

Quality: 1,210 global accepts · Rating: 2700 · first AC: 2022-12-10 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, strings

[houzhiyuan123's solution](#)

**1001.**

1642F

[Two Arrays](#) · [Tutorial](#)

Rating: 2700 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, combinatorics, math, two pointers

[houzhiyuan123's solution](#)

**1002.**

1207G

[Indie Album](#) · [Tutorial](#)

Quality: 1,225 global accepts · Rating: 2700 · first AC: 2022-10-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, hashing, string suffix structures, strings, trees

[houzhiyuan123's solution](#)

**1003.**

1730F

[Almost Sorted](#) · [Tutorial](#)

Quality: 743 global accepts · Rating: 2700 · first AC: 2022-10-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, dp

[houzhiyuan123's solution](#)

**1004.**

1453F

[Even Harder](#) · [Tutorial](#)

Quality: 970 global accepts · Rating: 2700 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**1005.**

1715F

[Crop Squares](#) · [Tutorial](#)

Quality: 589 global accepts · Rating: 2700 · first AC: 2022-10-13 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, geometry, interactive, math

[houzhiyuan123's solution](#)

**1006.**

1336E1

[Chiori and Doll Picking \(easy version\) · Tutorial](#)

Quality: 831 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[houzhiyuan123's solution](#)

**1007.**

1408G

[Clusterization Counting · Tutorial](#)

Quality: 1,301 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, dsu, fft, graphs, trees

[houzhiyuan123's solution](#)

**1008.**

1542E2

[Abnormal Permutation Pairs \(hard version\) · Tutorial](#)

Quality: 1,015 global accepts · Rating: 2700 · first AC: 2022-10-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**1009.**

1728G

[Illumination · Tutorial](#)

Quality: 618 global accepts · Rating: 2700 · first AC: 2022-10-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, bitmasks, brute force, combinatorics, dp, math, two pointers

[houzhiyuan123's solution](#)

**1010.**

1603F

[October 18, 2017 · Tutorial](#)

Quality: 348 global accepts · Rating: 2700 · first AC: 2022-08-18 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, implementation, math

[houzhiyuan123's solution](#)

**1011.**

1672H

[Zigu Zagu · Tutorial](#)

Quality: 1,130 global accepts · Rating: 2700 · first AC: 2022-07-25 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, greedy

[houzhiyuan123's solution](#)

**1012.**

780G

[Andryusha and Nervous Barriers · Tutorial](#)

Quality: 707 global accepts · Rating: 2700 · first AC: 2022-07-20 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**1013.**

1682F

[MCMF? · Tutorial](#)

Quality: 393 global accepts · Rating: 2700 · first AC: 2022-07-14 · C++17 (GCC 9-64) (first AC) · Tags: data structures, flows, graphs, greedy, sortings, two pointers

[houzhiyuan123's solution](#)

**1014.**

949E

[Binary Cards · Tutorial](#)

Quality: 769 global accepts · Rating: 2700 · first AC: 2022-07-04 · C++17 (GCC 9-64) (first AC) · Tags: brute force

[houzhiyuan123's solution](#)

**1015.**

932F

[Escape Through Leaf · Tutorial](#)

Quality: 4,115 global accepts · Rating: 2700 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp, geometry

[houzhiyuan123's solution](#)

**1016.**

235C

[Cyclical Quest](#) · [Tutorial](#)

Quality: 2,472 global accepts · Rating: 2700 · first AC: 2022-06-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, string suffix structures, strings

[houzhiyuan123's solution](#)

**1017.**

1220F

[Gardener Alex](#) · [Tutorial](#)

Quality: 851 global accepts · Rating: 2700 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures

[houzhiyuan123's solution](#)

**1018.**

1553G

[Common Divisor Graph](#) · [Tutorial](#)

Quality: 1,213 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dsu, graphs, hashing, math, number theory

[houzhiyuan123's solution](#)

**1019.**

1148F

[Foo Fighters](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2700 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms

[houzhiyuan123's solution](#)

**1020.**

1149C

[Tree Generator™](#) · [Tutorial](#)

Quality: 1,672 global accepts · Rating: 2700 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, implementation, trees

[houzhiyuan123's solution](#)

**1021.**

1458C

[Latin Square](#) · [Tutorial](#)

Quality: 1,687 global accepts · Rating: 2700 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices

[houzhiyuan123's solution](#)

**1022.**

1617E

[Christmas Chocolates](#) · [Tutorial](#)

Quality: 1,018 global accepts · Rating: 2700 · first AC: 2022-04-25 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, games, graphs, implementation, math, number theory, shortest paths, trees

[houzhiyuan123's solution](#)

**1023.**

1140G

[Double Tree](#) · [Tutorial](#)

Quality: 614 global accepts · Rating: 2700 · first AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, shortest paths, trees

[houzhiyuan123's solution](#)

**1024.**

827E

[Rusty String](#) · [Tutorial](#)

Quality: 1,219 global accepts · Rating: 2700 · first AC: 2022-04-19 · C++14 (GCC 6-32) (first AC) · Tags: fft, math, strings

[houzhiyuan123's solution](#)

**1025.**

1601D

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

Quality: 1,942 global accepts · Rating: 2700 · first AC: 2022-04-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy, sortings

[houzhiyuan123's solution](#)

**1026.**

464D

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

Quality: 758 global accepts · Rating: 2700 · first AC: 2022-04-07 · C++14 (GCC 6-32) (first AC) · Tags: dp, probabilities

[houzhiyuan123's solution](#)

**1027.**

995F

[Cowmpany Cowmpensation](#) · [Tutorial](#)

Quality: 1,626 global accepts · Rating: 2700 · first AC: 2022-04-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, trees

[houzhiyuan123's solution](#)

**1028.**

1572C

[Paint](#) · [Tutorial](#)

Quality: 1,723 global accepts · Rating: 2700 · first AC: 2022-04-05 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**1029.**

1473F

[Strange Set](#) · [Tutorial](#)

Quality: 1,138 global accepts · Rating: 2700 · first AC: 2022-04-04 · C++14 (GCC 6-32) (first AC) · Tags: flows, math

[houzhiyuan123's solution](#)

**1030.**

1295F

[Good Contest](#) · [Tutorial](#)

Quality: 1,507 global accepts · Rating: 2700 · first AC: 2022-04-01 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, probabilities

[houzhiyuan123's solution](#)

**1031.**

351D

[Jeff and Removing Periods](#) · [Tutorial](#)

Quality: 1,346 global accepts · Rating: 2700 · first AC: 2022-03-31 · last AC: 2022-03-31 · C++14 (GCC 6-32) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**1032.**

383E

[Vowels](#) · [Tutorial](#)

Quality: 4,314 global accepts · Rating: 2700 · first AC: 2022-03-30 · last AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, dp

[houzhiyuan123's solution](#)

**1033.**

13E

[Holes](#) · [Tutorial](#)

Quality: 7,949 global accepts · Rating: 2700 · first AC: 2022-03-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dsu

[houzhiyuan123's solution](#)

**1034.**

1034C

[Region Separation](#) · [Tutorial](#)

Quality: 993 global accepts · Rating: 2700 · first AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, number theory, trees

[houzhiyuan123's solution](#)

**1035.**

1344D

[Résumé Review](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2700 · first AC: 2022-03-29 · last AC: 2022-03-29 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math

[houzhiyuan123's solution](#)

**1036.**

452F

[Permutation](#) · [Tutorial](#)

Quality: 1,794 global accepts · Rating: 2700 · first AC: 2021-11-10 · last AC: 2022-03-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

divide and conquer, hashing

[houzhiyuan123's solution](#)

**1037.**

1254D

[Tree Queries](#) · [Tutorial](#)

Quality: 1,532 global accepts · Rating: 2700 · first AC: 2022-02-14 · C++14 (GCC 6-32) (first AC) · Tags: data structures, probabilities, trees

[houzhiyuan123's solution](#)

**1038.**

1634F

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

Quality: 1,903 global accepts · Rating: 2700 · first AC: 2022-02-07 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math

[houzhiyuan123's solution](#)

**1039.**

1372F

[Omkar and Modes](#) · [Tutorial](#)

Quality: 497 global accepts · Rating: 2700 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: binary search, divide and conquer, interactive

[houzhiyuan123's solution](#)

**1040.**

367E

[Sereja and Intervals](#) · [Tutorial](#)

Quality: 1,389 global accepts · Rating: 2700 · first AC: 2021-11-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**1041.**

1270G

[Subset with Zero Sum](#) · [Tutorial](#)

Quality: 2,959 global accepts · Rating: 2700 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, math

[houzhiyuan123's solution](#)

**1042.**

498E

[Stairs and Lines](#) · [Tutorial](#)

Quality: 565 global accepts · Rating: 2700 · first AC: 2021-09-24 · C++14 (GCC 6-32) (first AC) · Tags: dp, matrices

[houzhiyuan123's solution](#)

**1043.**

868E

[Policeman and a Tree](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2700 · first AC: 2021-07-14 · GNU C++11 (first AC) · Tags: dp, graphs, trees

[houzhiyuan123's solution](#)

**1044.**

482D

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

Quality: 595 global accepts · Rating: 2700 · first AC: 2020-11-29 · GNU C++11 (first AC) · Tags: combinatorics, dp, trees

[houzhiyuan123's solution](#)

**1045.**

2182G

[Short Garland](#) · [Tutorial](#)

Quality: 350 global accepts · Rating: 2800 · first AC: 2026-01-17 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees

[houzhiyuan123's solution](#)

**1046.**

1525F

[Goblins And Gnomes](#) · [Tutorial](#)

Quality: 399 global accepts · Rating: 2800 · first AC: 2025-10-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, flows, graph matchings

[houzhiyuan123's solution](#)

**1047.**

1491G

[Switch and Flip](#) · [Tutorial](#)

Quality: 1,008 global accepts · Rating: 2800 · first AC: 2025-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, graphs, math  
[houzhiyuan123's solution](#)

**1048.**

1477D

[Nezzar and Hidden Permutations](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2800 · first AC: 2025-10-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs  
[houzhiyuan123's solution](#)

**1049.**

1473G

[Tiles](#) · [Tutorial](#)

Quality: 455 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, fft, math  
[houzhiyuan123's solution](#)

**1050.**

1455F

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

Quality: 519 global accepts · Rating: 2800 · first AC: 2025-10-28 · C++23 (GCC 14-64, msys2) (first AC) · Tags: dp, greedy  
[houzhiyuan123's solution](#)

**1051.**

2147F

[Exchange Queries](#) · [Tutorial](#)

Quality: 665 global accepts · Rating: 2800 · first AC: 2025-09-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, greedy  
[houzhiyuan123's solution](#)

**1052.**

2127F

[Hamed and AghaBalaSar](#) · [Tutorial](#)

Quality: 1,057 global accepts · Rating: 2800 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, combinatorics, dp, math, probabilities  
[houzhiyuan123's solution](#)

**1053.**

859F

[Ordering T-Shirts](#) · [Tutorial](#)

Quality: 228 global accepts · Rating: 2800 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy  
[houzhiyuan123's solution](#)

**1054.**

1943D2

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

Quality: 1,125 global accepts · Rating: 2800 · first AC: 2024-04-21 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp  
[houzhiyuan123's solution](#)

**1055.**

1942G

[Bessie and Cards](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2800 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**1056.**

555E

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

Quality: 2,969 global accepts · Rating: 2800 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, trees  
[houzhiyuan123's solution](#)

**1057.**

301E

[Yaroslav and Arrangements](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2024-03-12 · C++17 (GCC 7-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**1058.**

600F

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

Quality: 1,155 global accepts · Rating: 2800 · first AC: 2024-02-22 · C++20 (GCC 11-64) (first AC) · Tags: graphs

[houzhiyuan123's solution](#)

**1059.**

850F

[Rainbow Balls](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**1060.**

1033F

[Boolean Computer](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 2800 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, fft, math

[houzhiyuan123's solution](#)

**1061.**

838C

[Future Failure](#) · [Tutorial](#)

Quality: 406 global accepts · Rating: 2800 · first AC: 2023-11-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, games

[houzhiyuan123's solution](#)

**1062.**

1142D

[Foreigner](#) · [Tutorial](#)

Quality: 618 global accepts · Rating: 2800 · first AC: 2023-10-26 · C++20 (GCC 11-64) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**1063.**

1879F

[Last Man Standing](#) · [Tutorial](#)

Quality: 608 global accepts · Rating: 2800 · first AC: 2023-10-02 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, number theory

[houzhiyuan123's solution](#)

**1064.**

1749F

[Distance to the Path](#) · [Tutorial](#)

Quality: 612 global accepts · Rating: 2800 · first AC: 2023-09-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

**1065.**

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dp, trees

[houzhiyuan123's solution](#)

**1066.**

1852D

[Miriany and Matchstick](#) · [Tutorial](#)

Quality: 602 global accepts · Rating: 2800 · first AC: 2023-07-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dp, greedy

[houzhiyuan123's solution](#)

**1067.**

1845F

[Swimmers in the Pool](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 2800 · first AC: 2023-07-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, fft, math, number theory

[houzhiyuan123's solution](#)

**1068.**

1842G

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

Quality: 1,577 global accepts · Rating: 2800 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**1069.**

1067E

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

Quality: 552 global accepts · Rating: 2800 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: dp, graph matchings, math, trees  
[houzhiyuan123's solution](#)

**1070.**

815D

[Karen and Cards](#) · [Tutorial](#)

Quality: 751 global accepts · Rating: 2800 · first AC: 2023-06-13 · C++20 (GCC 11-64) (first AC) · Tags: binary search, combinatorics, data structures, geometry  
[houzhiyuan123's solution](#)

**1071.**

1152F1

[Neko Rules the Catniverse \(Small Version\)](#) · [Tutorial](#)

Quality: 756 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, matrices  
[houzhiyuan123's solution](#)

**1072.**

377E

[Cookie Clicker](#) · [Tutorial](#)

Quality: 568 global accepts · Rating: 2800 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: dp, geometry  
[houzhiyuan123's solution](#)

**1073.**

1819D

[Misha and Apples](#) · [Tutorial](#)

Quality: 840 global accepts · Rating: 2800 · first AC: 2023-04-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, two pointers  
[houzhiyuan123's solution](#)

**1074.**

1809G

[Prediction](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2800 · first AC: 2023-04-17 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**1075.**

1810F

[M-tree](#) · [Tutorial](#)

Quality: 660 global accepts · Rating: 2800 · first AC: 2023-04-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, math, sortings, trees  
[houzhiyuan123's solution](#)

**1076.**

1808E3

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

Quality: 575 global accepts · Rating: 2800 · first AC: 2023-03-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, dp, math  
[houzhiyuan123's solution](#)

**1077.**

1773G

[Game of Questions](#) · [Tutorial](#)

Quality: 549 global accepts · Rating: 2800 · first AC: 2022-12-13 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, fft, math, probabilities  
[houzhiyuan123's solution](#)

**1078.**

1612F

[Armor and Weapons](#) · [Tutorial](#)

Quality: 694 global accepts · Rating: 2800 · first AC: 2022-11-07 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, shortest paths  
[houzhiyuan123's solution](#)

**1079.**

1746F

[Kazaee](#) · [Tutorial](#)

Quality: 2,647 global accepts · Rating: 2800 · first AC: 2022-10-17 · C++14 (GCC 6-32) (first AC) · Tags: data structures, hashing, probabilities  
[houzhiyuan123's solution](#)

**1080.**

1684G

[Euclid Guess](#) · [Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory  
[houzhiyuan123's solution](#)

**1081.**

1685D1

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

Quality: 513 global accepts · Rating: 2800 · first AC: 2022-07-13 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dfs and similar, dsu  
[houzhiyuan123's solution](#)

**1082.**

472G

[Design Tutorial: Increase the Constraints](#) · [Tutorial](#)

Quality: 463 global accepts · Rating: 2800 · first AC: 2022-05-25 · last AC: 2022-05-26 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, fft  
[houzhiyuan123's solution](#)

**1083.**

1615F

[LEGOnDary Grandmaster](#) · [Tutorial](#)

Quality: 1,149 global accepts · Rating: 2800 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**1084.**

1375G

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

Quality: 2,187 global accepts · Rating: 2800 · first AC: 2022-05-12 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graph matchings, graphs, trees  
[houzhiyuan123's solution](#)

**1085.**

1626F

[A Random Code Problem](#) · [Tutorial](#)

Quality: 905 global accepts · Rating: 2800 · first AC: 2022-01-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math, number theory, probabilities  
[houzhiyuan123's solution](#)

**1086.**

757F

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

Quality: 1,439 global accepts · Rating: 2800 · first AC: 2022-01-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths  
[houzhiyuan123's solution](#)

**1087.**

1379E

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

Quality: 473 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, divide and conquer, dp, math, trees  
[houzhiyuan123's solution](#)

**1088.**

1383D

[Rearrange](#) · [Tutorial](#)

Quality: 762 global accepts · Rating: 2800 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, graphs, greedy, sortings  
[houzhiyuan123's solution](#)

**1089.**

1039D

[You Are Given a Tree](#) · [Tutorial](#)

Quality: 2,309 global accepts · Rating: 2800 · first AC: 2021-01-08 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[houzhiyuan123's solution](#)

**1090.**

2206I

[Growth Factor](#) · [Tutorial](#)

Quality: 166 global accepts · Rating: 2900 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

**1091.**

2140F

[Sum Minimisation](#) · [Tutorial](#)

Quality: 313 global accepts · Rating: 2900 · first AC: 2025-09-13 · C++20 (GCC 13-64) (first AC) · Tags: number theory

[houzhiyuan123's solution](#)

**1092.**

2115D

[Gellyfish and Forget-Me-Not](#) · [Tutorial](#)

Quality: 1,101 global accepts · Rating: 2900 · first AC: 2025-06-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, games, greedy, math

[houzhiyuan123's solution](#)

**1093.**

1987G1

[Spinning Round \(Easy Version\)](#) · [Tutorial](#)

Quality: 344 global accepts · Rating: 2900 · first AC: 2024-07-01 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees

[houzhiyuan123's solution](#)

**1094.**

1943E1

[MEX Game 2 \(Easy Version\)](#) · [Tutorial](#)

Quality: 530 global accepts · Rating: 2900 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, greedy

[houzhiyuan123's solution](#)

**1095.**

1575F

[Finding Expected Value](#) · [Tutorial](#)

Quality: 138 global accepts · Rating: 2900 · first AC: 2024-03-25 · C++17 (GCC 7-32) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**1096.**

643F

[Bears and Juice](#) · [Tutorial](#)

Quality: 819 global accepts · Rating: 2900 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, meet-in-the-middle

[houzhiyuan123's solution](#)

**1097.**

685C

[Optimal Point](#) · [Tutorial](#)

Quality: 648 global accepts · Rating: 2900 · first AC: 2024-01-14 · last AC: 2024-01-14 · C++14 (GCC 6-32) (first AC) · Tags: binary search, math

[houzhiyuan123's solution](#)

**1098.**

585E

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

Quality: 1,221 global accepts · Rating: 2900 · first AC: 2023-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[houzhiyuan123's solution](#)

**1099.**

819D

[Mister B and Astronomers](#) · [Tutorial](#)

Quality: 309 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: number theory

[houzhiyuan123's solution](#)

**1100.**

1060F

[Shrinking Tree](#) · [Tutorial](#)

Quality: 787 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**1101.**

1553H

[XOR and Distance](#) · [Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2023-11-08 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, divide and conquer, trees

[houzhiyuan123's solution](#)

**1102.**

1085G

[Beautiful Matrix](#) · [Tutorial](#)

Quality: 709 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, dp

[houzhiyuan123's solution](#)

**1103.**

1028H

[Make Square](#) · [Tutorial](#)

Quality: 564 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**1104.**

1028F

[Make Symmetrical](#) · [Tutorial](#)

Quality: 580 global accepts · Rating: 2900 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: brute force

[houzhiyuan123's solution](#)

**1105.**

1129D

[Isolation](#) · [Tutorial](#)

Quality: 1,308 global accepts · Rating: 2900 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**1106.**

917C

[Pollywog](#) · [Tutorial](#)

Quality: 450 global accepts · Rating: 2900 · first AC: 2023-10-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, matrices

[houzhiyuan123's solution](#)

**1107.**

1870F

[Lazy Numbers](#) · [Tutorial](#)

Quality: 558 global accepts · Rating: 2900 · first AC: 2023-10-03 · C++20 (GCC 11-64) (first AC) · Tags: binary search, math

[houzhiyuan123's solution](#)

**1108.**

1083C

[Max Mex](#) · [Tutorial](#)

Quality: 1,112 global accepts · Rating: 2900 · first AC: 2023-07-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees

[houzhiyuan123's solution](#)

**1109.**

1747E

[List Generation](#) · [Tutorial](#)

Quality: 661 global accepts · Rating: 2900 · first AC: 2023-07-21 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**1110.**

1835D

[Doctor's Brown Hypothesis](#) · [Tutorial](#)

Quality: 658 global accepts · Rating: 2900 · first AC: 2023-07-13 · C++20 (GCC 11-64) (first AC) · Tags: dfs and similar, graphs, math, number theory

[houzhiyuan123's solution](#)

**1111.**

1540C2

[Converging Array \(Hard Version\)](#) · [Tutorial](#)

Quality: 559 global accepts · Rating: 2900 · first AC: 2023-06-24 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[houzhiyuan123's solution](#)

**1112.**

725F

[Family Photos](#) · [Tutorial](#)

Quality: 724 global accepts · Rating: 2900 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: games, greedy

[houzhiyuan123's solution](#)

**1113.**

1677E

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

Quality: 660 global accepts · Rating: 2900 · first AC: 2023-05-03 · last AC: 2023-05-03 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**1114.**

1768F

[Wonderful Jump](#) · [Tutorial](#)

Quality: 1,226 global accepts · Rating: 2900 · first AC: 2023-04-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy

[houzhiyuan123's solution](#)

**1115.**

1806F2

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

Quality: 468 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings

[houzhiyuan123's solution](#)

**1116.**

1806F1

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

Quality: 466 global accepts · Rating: 2900 · first AC: 2023-03-20 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory, sortings

[houzhiyuan123's solution](#)

**1117.**

1764G1

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

Quality: 699 global accepts · Rating: 2900 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[houzhiyuan123's solution](#)

**1118.**

1792F2

[Graph Coloring \(hard version\)](#) · [Tutorial](#)

Quality: 501 global accepts · Rating: 2900 · first AC: 2023-01-25 · last AC: 2023-01-25 · C++20 (GCC 11-64) (first AC) · Tags: brute force, combinatorics, divide and conquer, dp, fft, graphs

[houzhiyuan123's solution](#)

**1119.**

1264D2

[Beautiful Bracket Sequence \(hard version\)](#) · [Tutorial](#)

Quality: 1,315 global accepts · Rating: 2900 · first AC: 2022-11-11 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, probabilities

[houzhiyuan123's solution](#)

**1120.**

1644F

[Basis](#) · [Tutorial](#)

Quality: 429 global accepts · Rating: 2900 · first AC: 2022-10-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math, number theory

[houzhiyuan123's solution](#)

**1121.**

930E

[Coins Exhibition](#) · [Tutorial](#)

Quality: 519 global accepts · Rating: 2900 · first AC: 2022-04-28 · last AC: 2022-07-22 · C++14 (GCC 6-32) (first AC) · Tags: data structures,

dp, math

[houzhiyuan123's solution](#)

**1122.**

505E

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

Quality: 1,559 global accepts · Rating: 2900 · first AC: 2022-07-21 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy

[houzhiyuan123's solution](#)

**1123.**

960G

[Bandit Blues](#) · [Tutorial](#)

Quality: 1,201 global accepts · Rating: 2900 · first AC: 2022-07-01 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**1124.**

724E

[Goods transportation](#) · [Tutorial](#)

Quality: 1,669 global accepts · Rating: 2900 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, flows, greedy

[houzhiyuan123's solution](#)

**1125.**

722E

[Research Rover](#) · [Tutorial](#)

Quality: 1,083 global accepts · Rating: 2900 · first AC: 2022-05-27 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dp

[houzhiyuan123's solution](#)

**1126.**

741D

[Arpa's letter-marked tree and Mehrdad's Dokhtar-kosh paths](#) · [Tutorial](#)

Quality: 3,611 global accepts · Rating: 2900 · first AC: 2022-03-28 · last AC: 2022-04-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dfs and similar, trees

[houzhiyuan123's solution](#)

**1127.**

809D

[Hitchhiking in the Baltic States](#) · [Tutorial](#)

Quality: 1,029 global accepts · Rating: 2900 · first AC: 2021-08-07 · last AC: 2022-04-18 · GNU C++11 (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**1128.**

997D

[Cycles in product](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 2900 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, trees

[houzhiyuan123's solution](#)

**1129.**

167E

[Wizards and Bets](#) · [Tutorial](#)

Quality: 673 global accepts · Rating: 2900 · first AC: 2022-02-08 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, math, matrices

[houzhiyuan123's solution](#)

**1130.**

1444D

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

Quality: 644 global accepts · Rating: 2900 · first AC: 2021-10-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dp, geometry

[houzhiyuan123's solution](#)

**1131.**

1149D

[Abandoning Roads](#) · [Tutorial](#)

Quality: 967 global accepts · Rating: 3000 · first AC: 2024-06-07 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dp, graphs, greedy

[houzhiyuan123's solution](#)

**1132.**

1975G

[Zimpha Fan Club](#) · [Tutorial](#)

Quality: 342 global accepts · Rating: 3000 · first AC: 2024-05-31 · C++20 (GCC 13-64) (first AC) · Tags: fft, greedy, math, strings

[houzhiyuan123's solution](#)

### 1133.

1956F

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

Quality: 483 global accepts · Rating: 3000 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dsu, graphs, sortings

[houzhiyuan123's solution](#)

### 1134.

1909G

[Pumping Lemma](#) · [Tutorial](#)

Quality: 652 global accepts · Rating: 3000 · first AC: 2024-01-22 · C++17 (GCC 7-32) (first AC) · Tags: hashing, strings

[houzhiyuan123's solution](#)

### 1135.

1920F2

[Smooth Sailing \(Hard Version\)](#) · [Tutorial](#)

Quality: 642 global accepts · Rating: 3000 · first AC: 2024-01-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, geometry, graphs, trees

[houzhiyuan123's solution](#)

### 1136.

1163F

[Indecisive Taxi Fee](#) · [Tutorial](#)

Quality: 1,295 global accepts · Rating: 3000 · first AC: 2023-12-15 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graphs, shortest paths

[houzhiyuan123's solution](#)

### 1137.

1250D

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

Quality: 216 global accepts · Rating: 3000 · first AC: 2023-12-11 · C++20 (GCC 11-64) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

### 1138.

1572E

[Polygon](#) · [Tutorial](#)

Quality: 374 global accepts · Rating: 3000 · first AC: 2023-12-04 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dp, geometry

[houzhiyuan123's solution](#)

### 1139.

1076G

[Array Game](#) · [Tutorial](#)

Quality: 722 global accepts · Rating: 3000 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, games

[houzhiyuan123's solution](#)

### 1140.

1097G

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

Quality: 1,054 global accepts · Rating: 3000 · first AC: 2023-11-13 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[houzhiyuan123's solution](#)

### 1141.

603E

[Pastoral Oddities](#) · [Tutorial](#)

Quality: 1,543 global accepts · Rating: 3000 · first AC: 2023-11-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, dsu, math, trees

[houzhiyuan123's solution](#)

### 1142.

1392H

[ZS Shuffles Cards](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-11-07 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math, probabilities

[houzhiyuan123's solution](#)

**1143.**

1267G

[Game Relics](#) · [Tutorial](#)

Quality: 826 global accepts · Rating: 3000 · first AC: 2023-11-02 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[houzhiyuan123's solution](#)

**1144.**

1889D

[Game of Stacks](#) · [Tutorial](#)

Quality: 914 global accepts · Rating: 3000 · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, dfs and similar, graphs, implementation, trees  
[houzhiyuan123's solution](#)

**1145.**

1028G

[Guess the number](#) · [Tutorial](#)

Quality: 647 global accepts · Rating: 3000 · first AC: 2023-10-27 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive  
[houzhiyuan123's solution](#)

**1146.**

464E

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

Quality: 1,846 global accepts · Rating: 3000 · first AC: 2023-09-30 · last AC: 2023-09-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, shortest paths  
[houzhiyuan123's solution](#)

**1147.**

1844G

[Tree Weights](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 3000 · first AC: 2023-09-26 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, data structures, dfs and similar, implementation, math, matrices, number theory, tre...  
[houzhiyuan123's solution](#)

**1148.**

1558E

[Down Below](#) · [Tutorial](#)

Quality: 702 global accepts · Rating: 3000 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: binary search, dfs and similar, graphs, greedy, meet-in-the-middle, shortest paths  
[houzhiyuan123's solution](#)

**1149.**

1476F

[Lanterns](#) · [Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp  
[houzhiyuan123's solution](#)

**1150.**

618F

[Double Knapsack](#) · [Tutorial](#)

Quality: 1,828 global accepts · Rating: 3000 · first AC: 2023-07-18 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, two pointers  
[houzhiyuan123's solution](#)

**1151.**

1168D

[Anagram Paths](#) · [Tutorial](#)

Quality: 435 global accepts · Rating: 3000 · first AC: 2023-07-08 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation, trees  
[houzhiyuan123's solution](#)

**1152.**

1842H

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

Quality: 853 global accepts · Rating: 3000 · first AC: 2023-07-01 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, math, probabilities  
[houzhiyuan123's solution](#)

**1153.**

1616H

[Keep XOR Low](#) · [Tutorial](#)

Quality: 1,235 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, data structures, divide and conquer, dp, math

[houzhiyuan123's solution](#)

**1154.**

1342F

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

Quality: 990 global accepts · Rating: 3000 · first AC: 2023-06-19 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp

[houzhiyuan123's solution](#)

**1155.**

356E

[Xenia and String Problem](#) · [Tutorial](#)

Quality: 490 global accepts · Rating: 3000 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, hashing, implementation, string suffix structures, strings

[houzhiyuan123's solution](#)

**1156.**

739E

[Gosha is hunting](#) · [Tutorial](#)

Quality: 2,628 global accepts · Rating: 3000 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, dp, flows, math, probabilities, sortings

[houzhiyuan123's solution](#)

**1157.**

1797F

[Li Hua and Path](#) · [Tutorial](#)

Quality: 563 global accepts · Rating: 3000 · first AC: 2023-05-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, divide and conquer, dsu, trees

[houzhiyuan123's solution](#)

**1158.**

1508D

[Swap Pass](#) · [Tutorial](#)

Quality: 719 global accepts · Rating: 3000 · first AC: 2023-05-04 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, geometry, sortings

[houzhiyuan123's solution](#)

**1159.**

1764G2

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

Quality: 639 global accepts · Rating: 3000 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive

[houzhiyuan123's solution](#)

**1160.**

1787G

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

Quality: 557 global accepts · Rating: 3000 · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, trees

[houzhiyuan123's solution](#)

**1161.**

1748F

[Circular Xor Reversal](#) · [Tutorial](#)

Quality: 395 global accepts · Rating: 3000 · first AC: 2023-01-02 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms

[houzhiyuan123's solution](#)

**1162.**

1743G

[Antifibonacci Cut](#) · [Tutorial](#)

Quality: 304 global accepts · Rating: 3000 · first AC: 2022-10-24 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, data structures, dp, hashing, math

[houzhiyuan123's solution](#)

**1163.**

891E

[Lust](#) · [Tutorial](#)

Quality: 1,120 global accepts · Rating: 3000 · first AC: 2022-09-29 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, matrices  
[houzhiyuan123's solution](#)

**1164.**

1534F2

[Falling Sand \(Hard Version\)](#) · [Tutorial](#)

Quality: 705 global accepts · Rating: 3000 · first AC: 2022-05-31 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy  
[houzhiyuan123's solution](#)

**1165.**

1603D

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

Quality: 884 global accepts · Rating: 3000 · first AC: 2022-05-18 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, dp, number theory  
[houzhiyuan123's solution](#)

**1166.**

1667E

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

Quality: 811 global accepts · Rating: 3000 · first AC: 2022-04-27 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[houzhiyuan123's solution](#)

**1167.**

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,408 global accepts · Rating: 3000 · first AC: 2022-02-13 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer  
[houzhiyuan123's solution](#)

**1168.**

364E

[Empty Rectangles](#) · [Tutorial](#)

Quality: 627 global accepts · Rating: 3000 · first AC: 2022-02-12 · C++14 (GCC 6-32) (first AC) · Tags: divide and conquer, two pointers  
[houzhiyuan123's solution](#)

**1169.**

235D

[Graph Game](#) · [Tutorial](#)

Quality: 573 global accepts · Rating: 3000 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: graphs  
[houzhiyuan123's solution](#)

**1170.**

914F

[Substrings in a String](#) · [Tutorial](#)

Quality: 2,142 global accepts · Rating: 3000 · first AC: 2021-09-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, data structures, string suffix structures, strings  
[houzhiyuan123's solution](#)

**1171.**

1446D2

[Frequency Problem \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,728 global accepts · Rating: 3000 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures, greedy, two pointers  
[houzhiyuan123's solution](#)

**1172.**

2206G

[Extra Transition](#) · [Tutorial](#)

Quality: 77 global accepts · Rating: 3100 · first AC: 2026-03-14 · C++23 (GCC 14-64, msys2) (first AC) · Tags: graphs  
[houzhiyuan123's solution](#)

**1173.**

1610H

[Squid Game](#) · [Tutorial](#)

Quality: 628 global accepts · Rating: 3100 · first AC: 2026-02-13 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, greedy, trees

[houzhiyuan123's solution](#)

**1174.**

2127H

[23 Rises Again](#) · [Tutorial](#)

Quality: 570 global accepts · Rating: 3100 · first AC: 2025-08-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, flows, graph matchings, graphs, greedy, implementation, probabilities, trees

[houzhiyuan123's solution](#)

**1175.**

1967E1

[Again Counting Arrays \(Easy Version\)](#) · [Tutorial](#)

Quality: 379 global accepts · Rating: 3100 · first AC: 2024-05-10 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, fft, math

[houzhiyuan123's solution](#)

**1176.**

1948G

[MST with Matching](#) · [Tutorial](#)

Quality: 874 global accepts · Rating: 3100 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dsu, graph matchings, trees

[houzhiyuan123's solution](#)

**1177.**

1954F

[Unique Strings](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3100 · first AC: 2024-04-18 · last AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**1178.**

1951G

[Clacking Balls](#) · [Tutorial](#)

Quality: 426 global accepts · Rating: 3100 · first AC: 2024-04-16 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[houzhiyuan123's solution](#)

**1179.**

446E

[DZY Loves Bridges](#) · [Tutorial](#)

Quality: 143 global accepts · Rating: 3100 · first AC: 2024-03-26 · C++17 (GCC 7-32) (first AC) · Tags: math, matrices

[houzhiyuan123's solution](#)

**1180.**

1924E

[Paper Cutting Again](#) · [Tutorial](#)

Quality: 535 global accepts · Rating: 3100 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, probabilities

[houzhiyuan123's solution](#)

**1181.**

1578J

[Just Kingdom](#) · [Tutorial](#)

Quality: 345 global accepts · Rating: 3100 · first AC: 2024-01-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dfs and similar

[houzhiyuan123's solution](#)

**1182.**

1628E

[Groceries in Meteor Town](#) · [Tutorial](#)

Quality: 1,216 global accepts · Rating: 3100 · first AC: 2024-01-19 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dsu, trees

[houzhiyuan123's solution](#)

**1183.**

700D

[Huffman Coding on Segment](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3100 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy

[houzhiyuan123's solution](#)

**1184.**

1912F

[Fugitive Frenzy](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3100 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: math, probabilities  
[houzhiyuan123's solution](#)

**1185.**

1767F

[Two Subtrees](#) · [Tutorial](#)

Quality: 430 global accepts · Rating: 3100 · first AC: 2023-12-12 · last AC: 2023-12-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, trees  
[houzhiyuan123's solution](#)

**1186.**

708E

[Student's Camp](#) · [Tutorial](#)

Quality: 1,344 global accepts · Rating: 3100 · first AC: 2023-12-03 · C++14 (GCC 6-32) (first AC) · Tags: dp, math  
[houzhiyuan123's solution](#)

**1187.**

1439D

[INOI Final Contests](#) · [Tutorial](#)

Quality: 476 global accepts · Rating: 3100 · first AC: 2023-11-20 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft  
[houzhiyuan123's solution](#)

**1188.**

1458D

[Flip and Reverse](#) · [Tutorial](#)

Quality: 1,562 global accepts · Rating: 3100 · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: data structures, graphs, greedy  
[houzhiyuan123's solution](#)

**1189.**

1120F

[Secret Letters](#) · [Tutorial](#)

Quality: 328 global accepts · Rating: 3100 · first AC: 2023-10-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, greedy  
[houzhiyuan123's solution](#)

**1190.**

1129E

[Legendary Tree](#) · [Tutorial](#)

Quality: 569 global accepts · Rating: 3100 · first AC: 2023-10-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive, trees  
[houzhiyuan123's solution](#)

**1191.**

1103D

[Professional layer](#) · [Tutorial](#)

Quality: 493 global accepts · Rating: 3100 · first AC: 2023-10-09 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp  
[houzhiyuan123's solution](#)

**1192.**

1225G

[To Make 1](#) · [Tutorial](#)

Quality: 659 global accepts · Rating: 3100 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory  
[houzhiyuan123's solution](#)

**1193.**

1805F2

[Survival of the Weakest \(hard version\)](#) · [Tutorial](#)

Quality: 515 global accepts · Rating: 3100 · first AC: 2023-09-04 · C++20 (GCC 11-64) (first AC) · Tags: greedy, math, sortings, two pointers  
[houzhiyuan123's solution](#)

**1194.**

1815E

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

Quality: 419 global accepts · Rating: 3100 · first AC: 2023-06-12 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory, strings

[houzhiyuan123's solution](#)

**1195.**

1168E

[Xor Permutations](#) · [Tutorial](#)

Quality: 428 global accepts · Rating: 3100 · first AC: 2023-06-08 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, math  
[houzhiyuan123's solution](#)

**1196.**

1184D2

[Parallel Universes \(Hard\)](#) · [Tutorial](#)

Quality: 128 global accepts · Rating: 3100 · first AC: 2023-06-06 · C++20 (GCC 11-64) (first AC) · Tags: math, matrices  
[houzhiyuan123's solution](#)

**1197.**

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp, graphs, trees  
[houzhiyuan123's solution](#)

**1198.**

809E

[Surprise me!](#) · [Tutorial](#)

Quality: 855 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: divide and conquer, math, number theory, trees  
[houzhiyuan123's solution](#)

**1199.**

176E

[Archaeology](#) · [Tutorial](#)

Quality: 1,523 global accepts · Rating: 3100 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dfs and similar, trees  
[houzhiyuan123's solution](#)

**1200.**

1239E

[Turtle](#) · [Tutorial](#)

Quality: 1,165 global accepts · Rating: 3100 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, implementation  
[houzhiyuan123's solution](#)

**1201.**

1286F

[Harry The Potter](#) · [Tutorial](#)

Quality: 294 global accepts · Rating: 3100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: brute force, constructive algorithms, dp, fft, implementation, math  
[houzhiyuan123's solution](#)

**1202.**

1728F

[Fishermen](#) · [Tutorial](#)

Quality: 506 global accepts · Rating: 3100 · first AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: flows, graph matchings, greedy  
[houzhiyuan123's solution](#)

**1203.**

720D

[Slalom](#) · [Tutorial](#)

Quality: 331 global accepts · Rating: 3100 · first AC: 2023-05-05 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, sortings  
[houzhiyuan123's solution](#)

**1204.**

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-03-14 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games  
[houzhiyuan123's solution](#)

**1205.**

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-31 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[houzhiyuan123's solution](#)

### 1206.

653G

[Move by Prime](#) · [Tutorial](#)

Quality: 643 global accepts · Rating: 3100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, number theory

[houzhiyuan123's solution](#)

### 1207.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2022-04-26 · last AC: 2022-04-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[houzhiyuan123's solution](#)

### 1208.

633H

[Fibonacci-ish II](#) · [Tutorial](#)

Quality: 696 global accepts · Rating: 3100 · first AC: 2020-02-20 · last AC: 2022-01-25 · GNU C++11 (first AC) · Tags: data structures, implementation

[houzhiyuan123's solution](#)

### 1209.

453E

[Little Pony and Lord Tirek](#) · [Tutorial](#)

Quality: 911 global accepts · Rating: 3100 · first AC: 2021-07-24 · last AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

### 1210.

765F

[Souvenirs](#) · [Tutorial](#)

Quality: 2,558 global accepts · Rating: 3100 · first AC: 2021-07-24 · GNU C++11 (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

### 1211.

2190E

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

Quality: 235 global accepts · Rating: 3200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics

[houzhiyuan123's solution](#)

### 1212.

2183G

[Snake Instructions](#) · [Tutorial](#)

Quality: 222 global accepts · Rating: 3200 · first AC: 2026-01-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, interactive

[houzhiyuan123's solution](#)

### 1213.

1326F2

[Wise Men \(Hard Version\)](#) · [Tutorial](#)

Quality: 679 global accepts · Rating: 3200 · first AC: 2025-06-26 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, dp, math

[houzhiyuan123's solution](#)

### 1214.

1951I

[Growing Trees](#) · [Tutorial](#)

Quality: 104 global accepts · Rating: 3200 · first AC: 2024-04-18 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, flows, graphs, greedy

[houzhiyuan123's solution](#)

### 1215.

1951H

[Thanos Snap](#) · [Tutorial](#)

Quality: 359 global accepts · Rating: 3200 · first AC: 2024-04-17 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, games, greedy, trees

[houzhiyuan123's solution](#)

**1216.**

1746E2

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

Quality: 484 global accepts · Rating: 3200 · first AC: 2024-02-05 · C++20 (GCC 11-64) (first AC) · Tags: dp, interactive

[houzhiyuan123's solution](#)

**1217.**

1025G

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

Quality: 865 global accepts · Rating: 3200 · first AC: 2024-01-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[houzhiyuan123's solution](#)

**1218.**

1081G

[Mergesort Strikes Back](#) · [Tutorial](#)

Quality: 434 global accepts · Rating: 3200 · first AC: 2023-11-24 · C++14 (GCC 6-32) (first AC) · Tags: math, probabilities

[houzhiyuan123's solution](#)

**1219.**

1416E

[Split](#) · [Tutorial](#)

Quality: 432 global accepts · Rating: 3200 · first AC: 2023-10-17 · last AC: 2023-10-17 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp, greedy

[houzhiyuan123's solution](#)

**1220.**

1830F

[The Third Grace](#) · [Tutorial](#)

Quality: 360 global accepts · Rating: 3200 · first AC: 2023-09-12 · last AC: 2023-09-12 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp

[houzhiyuan123's solution](#)

**1221.**

1517F

[Reunion](#) · [Tutorial](#)

Quality: 592 global accepts · Rating: 3200 · first AC: 2023-09-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, trees

[houzhiyuan123's solution](#)

**1222.**

1638F

[Two Posters](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3200 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: brute force, data structures, greedy, two pointers

[houzhiyuan123's solution](#)

**1223.**

1368G

[Shifting Dominoes](#) · [Tutorial](#)

Quality: 676 global accepts · Rating: 3200 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: data structures, geometry, graphs, trees

[houzhiyuan123's solution](#)

**1224.**

1603E

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

Quality: 641 global accepts · Rating: 3200 · first AC: 2023-08-31 · last AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, math

[houzhiyuan123's solution](#)

**1225.**

1608F

[MEX counting](#) · [Tutorial](#)

Quality: 839 global accepts · Rating: 3200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, implementation

[houzhiyuan123's solution](#)

**1226.**

1621G

[Weighted Increasing Subsequences](#) · [Tutorial](#)

Quality: 778 global accepts · Rating: 3200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, math  
[houzhiyuan123's solution](#)

**1227.**

1810G

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

Quality: 1,247 global accepts · Rating: 3200 · first AC: 2023-07-22 · C++20 (GCC 11-64) (first AC) · Tags: dp  
[houzhiyuan123's solution](#)

**1228.**

1540D

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

Quality: 385 global accepts · Rating: 3200 · first AC: 2023-06-25 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, data structures  
[houzhiyuan123's solution](#)

**1229.**

1037G

[A Game on Strings](#) · [Tutorial](#)

Quality: 373 global accepts · Rating: 3200 · first AC: 2023-05-31 · C++20 (GCC 11-64) (first AC) · Tags: games  
[houzhiyuan123's solution](#)

**1230.**

1656H

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

Quality: 796 global accepts · Rating: 3200 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory  
[houzhiyuan123's solution](#)

**1231.**

1656G

[Cycle Palindrome](#) · [Tutorial](#)

Quality: 462 global accepts · Rating: 3200 · first AC: 2022-08-04 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, math  
[houzhiyuan123's solution](#)

**1232.**

1704H1

[Game of AI \(easy version\)](#) · [Tutorial](#)

Quality: 238 global accepts · Rating: 3200 · first AC: 2022-08-03 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, constructive algorithms, dp, fft, math  
[houzhiyuan123's solution](#)

**1233.**

1209G2

[Into Blocks \(hard version\)](#) · [Tutorial](#)

Quality: 528 global accepts · Rating: 3200 · first AC: 2022-05-26 · C++17 (GCC 9-64) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

**1234.**

1254E

[Send Tree to Charlie](#) · [Tutorial](#)

Quality: 366 global accepts · Rating: 3300 · first AC: 2025-07-02 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, trees  
[houzhiyuan123's solution](#)

**1235.**

1666A

[Admissible Map](#) · [Tutorial](#)

Quality: 136 global accepts · Rating: 3300 · first AC: 2024-06-26 · C++20 (GCC 13-64) (first AC) · Tags: —  
[houzhiyuan123's solution](#)

**1236.**

700E

[Cool Slogans](#) · [Tutorial](#)

Quality: 1,390 global accepts · Rating: 3300 · first AC: 2024-06-15 · C++20 (GCC 13-64) (first AC) · Tags: string suffix structures, strings  
[houzhiyuan123's solution](#)

**1237.**

1943E2

[MEX Game 2 \(Hard Version\)](#) · [Tutorial](#)

Quality: 371 global accepts · Rating: 3300 · first AC: 2024-04-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, two pointers  
[houzhiyuan123's solution](#)

**1238.**

713E

[Sonya Partymaker](#) · [Tutorial](#)

Quality: 405 global accepts · Rating: 3300 · first AC: 2024-03-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp  
[houzhiyuan123's solution](#)

**1239.**

1408H

[Rainbow Triples](#) · [Tutorial](#)

Quality: 552 global accepts · Rating: 3300 · first AC: 2024-01-15 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, flows, greedy  
[houzhiyuan123's solution](#)

**1240.**

986F

[Oppa Funcan Style Remastered](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 3300 · first AC: 2024-01-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, math, number theory, shortest paths  
[houzhiyuan123's solution](#)

**1241.**

1912C

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

Quality: 70 global accepts · Rating: 3300 · first AC: 2023-12-14 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms  
[houzhiyuan123's solution](#)

**1242.**

1912I

[Innovative Washing Machine](#) · [Tutorial](#)

Quality: 65 global accepts · Rating: 3300 · first AC: 2023-12-14 · C++20 (GCC 11-64) (first AC) · Tags: geometry, math, two pointers  
[houzhiyuan123's solution](#)

**1243.**

1329E

[Dreamoon Loves AA](#) · [Tutorial](#)

Quality: 266 global accepts · Rating: 3300 · first AC: 2023-12-11 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy  
[houzhiyuan123's solution](#)

**1244.**

671E

[Organizing a Race](#) · [Tutorial](#)

Quality: 492 global accepts · Rating: 3300 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy  
[houzhiyuan123's solution](#)

**1245.**

1466H

[Finding satisfactory solutions](#) · [Tutorial](#)

Quality: 489 global accepts · Rating: 3300 · first AC: 2023-11-27 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, graphs, greedy, math  
[houzhiyuan123's solution](#)

**1246.**

1718D

[Permutation for Burenka](#) · [Tutorial](#)

Quality: 418 global accepts · Rating: 3300 · first AC: 2023-11-25 · last AC: 2023-11-25 · C++14 (GCC 6-32) (first AC) · Tags: data structures, graph matchings, greedy, math, trees  
[houzhiyuan123's solution](#)

**1247.**

1172F

[Nauuo and Bug](#) · [Tutorial](#)

Quality: 594 global accepts · Rating: 3300 · first AC: 2023-11-21 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[houzhiyuan123's solution](#)

**1248.**

1886F

[Diamond Theft](#) · [Tutorial](#)

Quality: 247 global accepts · Rating: 3300 · first AC: 2023-10-16 · last AC: 2023-10-16 · C++20 (GCC 11-64) (first AC) · Tags: data structures, greedy

[houzhiyuan123's solution](#)

**1249.**

1517G

[Starry Night Camping](#) · [Tutorial](#)

Quality: 710 global accepts · Rating: 3300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graphs

[houzhiyuan123's solution](#)

**1250.**

1558F

[Strange Sort](#) · [Tutorial](#)

Quality: 511 global accepts · Rating: 3300 · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: data structures, sortings

[houzhiyuan123's solution](#)

**1251.**

1641E

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

Quality: 290 global accepts · Rating: 3300 · first AC: 2023-08-31 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, divide and conquer, fft, math

[houzhiyuan123's solution](#)

**1252.**

1718F

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

Quality: 217 global accepts · Rating: 3300 · first AC: 2023-08-08 · C++20 (GCC 11-64) (first AC) · Tags: data structures, math, number theory

[houzhiyuan123's solution](#)

**1253.**

582D

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

Quality: 739 global accepts · Rating: 3300 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: dp, math, number theory

[houzhiyuan123's solution](#)

**1254.**

725G

[Messages on a Tree](#) · [Tutorial](#)

Quality: 180 global accepts · Rating: 3300 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: —

[houzhiyuan123's solution](#)

**1255.**

1726G

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

Quality: 365 global accepts · Rating: 3300 · first AC: 2023-05-12 · last AC: 2023-05-12 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, data structures, greedy, sortings

[houzhiyuan123's solution](#)

**1256.**

1804H

[Code Lock](#) · [Tutorial](#)

Quality: 245 global accepts · Rating: 3300 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, dp

[houzhiyuan123's solution](#)

**1257.**

1764G3

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

Quality: 560 global accepts · Rating: 3300 · first AC: 2023-03-01 · C++20 (GCC 11-64) (first AC) · Tags: binary search, interactive  
[houzhiyuan123's solution](#)

### 1258.

1017H

[The Films](#) · [Tutorial](#)

Quality: 184 global accepts · Rating: 3300 · first AC: 2022-06-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force  
[houzhiyuan123's solution](#)

### 1259.

1615G

[Maximum Adjacent Pairs](#) · [Tutorial](#)

Quality: 172 global accepts · Rating: 3300 · first AC: 2022-05-23 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graph matchings  
[houzhiyuan123's solution](#)

### 1260.

623E

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

Quality: 614 global accepts · Rating: 3300 · first AC: 2022-04-26 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, dp, fft, math  
[houzhiyuan123's solution](#)

### 1261.

1270H

[Number of Components](#) · [Tutorial](#)

Quality: 1,005 global accepts · Rating: 3300 · first AC: 2022-02-10 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

### 1262.

1693E

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

Quality: 558 global accepts · Rating: 3400 · first AC: 2024-06-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy  
[houzhiyuan123's solution](#)

### 1263.

1801G

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

Quality: 709 global accepts · Rating: 3400 · first AC: 2024-01-30 · C++20 (GCC 11-64) (first AC) · Tags: data structures, string suffix structures, strings  
[houzhiyuan123's solution](#)

### 1264.

1630F

[Making It Bipartite](#) · [Tutorial](#)

Quality: 919 global accepts · Rating: 3400 · first AC: 2023-12-25 · last AC: 2023-12-25 · C++14 (GCC 6-32) (first AC) · Tags: flows, graph matchings, graphs, number theory  
[houzhiyuan123's solution](#)

### 1265.

1572F

[Stations](#) · [Tutorial](#)

Quality: 364 global accepts · Rating: 3400 · first AC: 2023-12-01 · C++14 (GCC 6-32) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

### 1266.

1548E

[Gregor and the Two Painters](#) · [Tutorial](#)

Quality: 601 global accepts · Rating: 3400 · first AC: 2023-06-27 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, greedy, math  
[houzhiyuan123's solution](#)

### 1267.

1137F

[Matches Are Not a Child's Play](#) · [Tutorial](#)

Quality: 526 global accepts · Rating: 3400 · first AC: 2023-06-09 · C++20 (GCC 11-64) (first AC) · Tags: data structures, trees  
[houzhiyuan123's solution](#)

**1268.**

1119F

[Niyaz and Small Degrees](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 3400 · first AC: 2023-06-01 · C++20 (GCC 11-64) (first AC) · Tags: data structures, dp, trees  
[houzhiyuan123's solution](#)

**1269.**

1098E

[Fedya the Potter](#) · [Tutorial](#)

Quality: 273 global accepts · Rating: 3400 · first AC: 2023-05-30 · C++20 (GCC 11-64) (first AC) · Tags: binary search, implementation, math, number theory  
[houzhiyuan123's solution](#)

**1270.**

1827E

[Bus Routes](#) · [Tutorial](#)

Quality: 557 global accepts · Rating: 3400 · first AC: 2023-05-22 · C++20 (GCC 11-64) (first AC) · Tags: binary search, constructive algorithms, dfs and similar, greedy, trees  
[houzhiyuan123's solution](#)

**1271.**

1693F

[I Might Be Wrong](#) · [Tutorial](#)

Quality: 615 global accepts · Rating: 3400 · first AC: 2022-08-19 · C++17 (GCC 9-64) (first AC) · Tags: binary search, greedy, two pointers  
[houzhiyuan123's solution](#)

**1272.**

1987G2

[Spinning Round \(Hard Version\)](#) · [Tutorial](#)

Quality: 246 global accepts · Rating: 3500 · first AC: 2024-07-03 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, dp, trees  
[houzhiyuan123's solution](#)

**1273.**

1423G

[Growing flowers](#) · [Tutorial](#)

Quality: 261 global accepts · Rating: 3500 · first AC: 2024-06-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures  
[houzhiyuan123's solution](#)

**1274.**

1835E

[Old Mobile](#) · [Tutorial](#)

Quality: 274 global accepts · Rating: 3500 · first AC: 2024-06-05 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, probabilities  
[houzhiyuan123's solution](#)

**1275.**

1967E2

[Again Counting Arrays \(Hard Version\)](#) · [Tutorial](#)

Quality: 215 global accepts · Rating: 3500 · first AC: 2024-05-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, math  
[houzhiyuan123's solution](#)

**1276.**

1943F

[Minimum Hamming Distance](#) · [Tutorial](#)

Quality: 140 global accepts · Rating: 3500 · first AC: 2024-04-25 · C++20 (GCC 13-64) (first AC) · Tags: dp  
[houzhiyuan123's solution](#)

**1277.**

1930I

[Counting Is Fun](#) · [Tutorial](#)

Quality: 102 global accepts · Rating: 3500 · first AC: 2024-04-09 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics  
[houzhiyuan123's solution](#)

**1278.**

1707E

[Replace](#) · [Tutorial](#)

Quality: 936 global accepts · Rating: 3500 · first AC: 2024-03-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures

[houzhiyuan123's solution](#)

**1279.**

1086F

[Forest Fires](#) · [Tutorial](#)

Quality: 316 global accepts · Rating: 3500 · first AC: 2024-02-19 · C++20 (GCC 11-64) (first AC) · Tags: math

[houzhiyuan123's solution](#)

**1280.**

1479E

[School Clubs](#) · [Tutorial](#)

Quality: 265 global accepts · Rating: 3500 · first AC: 2024-01-27 · C++17 (GCC 9-64) (first AC) · Tags: dp, fft, math, number theory, probabilities

[houzhiyuan123's solution](#)

**1281.**

1158F

[Density of subarrays](#) · [Tutorial](#)

Quality: 504 global accepts · Rating: 3500 · first AC: 2023-09-23 · C++20 (GCC 11-64) (first AC) · Tags: dp, math

[houzhiyuan123's solution](#)

**1282.**

1178H

[Stock Exchange](#) · [Tutorial](#)

Quality: 298 global accepts · Rating: 3500 · first AC: 2023-09-05 · C++20 (GCC 11-64) (first AC) · Tags: binary search, flows, graphs

[houzhiyuan123's solution](#)

**1283.**

1292F

[Nora's Toy Boxes](#) · [Tutorial](#)

Quality: 370 global accepts · Rating: 3500 · first AC: 2023-06-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, combinatorics, dp

[houzhiyuan123's solution](#)

**1284.**

1336E2

[Chiori and Doll Picking \(hard version\)](#) · [Tutorial](#)

Quality: 482 global accepts · Rating: 3500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, combinatorics, math

[houzhiyuan123's solution](#)

**1285.**

1336F

[Journey](#) · [Tutorial](#)

Quality: 278 global accepts · Rating: 3500 · first AC: 2023-05-17 · C++20 (GCC 11-64) (first AC) · Tags: data structures, divide and conquer, graphs, trees

[houzhiyuan123's solution](#)

**1286.**

1654H

[Three Minimums](#) · [Tutorial](#)

Quality: 100 global accepts · Rating: 3500 · first AC: 2023-05-11 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, constructive algorithms, divide and conquer, dp, fft, math

[houzhiyuan123's solution](#)

**1287.**

1229F

[Mateusz and Escape Room](#) · [Tutorial](#)

Rating: 3500 · first AC: 2023-03-27 · C++17 (GCC 7-32) (first AC) · Tags: dp

[houzhiyuan123's solution](#)

**1288.**

1586I

[Omkar and Mosaic](#) · [Tutorial](#)

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1662J

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103886Q

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**1305.**

101620D

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103049K

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103049H

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103049C

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### 1323.

103196H

[B4D0D,,5CÔ8CR 4Cä<C](#)

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### 1324.

103196I

[AD>0r BC 2C#0 Cô>D KC´>C](#)

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### 1325.

103196B

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### 1326.

103196A

[Re: Fwd: A@Cä GC 9CÔ8C](#)

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