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Unique solved — huangallen

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

Sort: [Problem rating](#) · [easier first](#)

Filters: [none](#)

Count: 473

1.

2008A

[Sakurako's Exam](#) · [Tutorial](#)

Quality: 41,792 global accepts · Rating: 800 · first AC: 2025-03-20 · last AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [constructive algorithms](#), [greedy](#), [math](#)

[huangallen's solution](#)

2.

1618B

[Missing Bigram](#) · [Tutorial](#)

Quality: 23,836 global accepts · Rating: 800 · first AC: 2026-04-14 · C++20 (GCC 13-64) (first AC) · Tags: [implementation](#)

[huangallen's solution](#)

3.

2192A

[String Rotation Game](#) · [Tutorial](#)

Quality: 17,918 global accepts · Rating: 800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [strings](#)

[huangallen's solution](#)

4.

2204B

[Right Maximum](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2026-03-16 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#)

[huangallen's solution](#)

5.

2207A

[1-1](#) · [Tutorial](#)

Quality: 13,685 global accepts · Rating: 800 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[huangallen's solution](#)

6.

2183A

[Binary Array Game](#) · [Tutorial](#)

Quality: 23,672 global accepts · Rating: 800 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: [games](#)

[huangallen's solution](#)

7.

2178A

[Yes or Yes](#) · [Tutorial](#)

Quality: 25,735 global accepts · Rating: 800 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[huangallen's solution](#)

8.

2180B

[Ashmal](#) · [Tutorial](#)

Quality: 24,578 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [greedy](#), [strings](#)

[huangallen's solution](#)

9.

2180A

[Carnival Wheel](#) · [Tutorial](#)

Quality: 25,876 global accepts · Rating: 800 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: [brute force](#), [number theory](#)

[huangallen's solution](#)

10.

2157A

[Dungeon Equilibrium](#) · [Tutorial](#)

Quality: 16,496 global accepts · Rating: 800 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, sortings
[huangallen's solution](#)

11.

2137A

[Collatz Conjecture](#) · [Tutorial](#)

Quality: 35,313 global accepts · Rating: 800 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

12.

2140A

[Shift Sort](#) · [Tutorial](#)

Quality: 22,263 global accepts · Rating: 800 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[huangallen's solution](#)

13.

2164A

[Sequence Game](#) · [Tutorial](#)

Quality: 20,830 global accepts · Rating: 800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, sortings
[huangallen's solution](#)

14.

2127A

[Mix Mex Max](#) · [Tutorial](#)

Quality: 19,650 global accepts · Rating: 800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math
[huangallen's solution](#)

15.

2122A

[Greedy Grid](#) · [Tutorial](#)

Quality: 19,212 global accepts · Rating: 800 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

16.

2124A

[Deranged Deletions](#) · [Tutorial](#)

Quality: 19,211 global accepts · Rating: 800 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[huangallen's solution](#)

17.

2084A

[Max and Mod](#) · [Tutorial](#)

Quality: 17,431 global accepts · Rating: 800 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

18.

1849A

[Morning Sandwich](#) · [Tutorial](#)

Quality: 32,115 global accepts · Rating: 800 · first AC: 2025-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[huangallen's solution](#)

19.

2062A

[String](#) · [Tutorial](#)

Quality: 28,280 global accepts · Rating: 800 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, strings
[huangallen's solution](#)

20.

2057A

[MEX Table](#) · [Tutorial](#)

Quality: 27,512 global accepts · Rating: 800 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

21.

2053A

[Tender Carpenter](#) · [Tutorial](#)

Quality: 21,263 global accepts · Rating: 800 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dp, geometry, greedy, math
[huangallen's solution](#)

22.

2048A

[Kevin and Combination Lock](#) · [Tutorial](#)

Quality: 22,853 global accepts · Rating: 800 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math, number theory
[huangallen's solution](#)

23.

2042A

[Greedy Monocarp](#) · [Tutorial](#)

Quality: 20,856 global accepts · Rating: 800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings
[huangallen's solution](#)

24.

2032A

[Circuit](#) · [Tutorial](#)

Quality: 24,700 global accepts · Rating: 800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, math, number theory
[huangallen's solution](#)

25.

2020A

[Find Minimum Operations](#) · [Tutorial](#)

Quality: 25,943 global accepts · Rating: 800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math, number theory
[huangallen's solution](#)

26.

2013A

[Zhan's Blender](#) · [Tutorial](#)

Quality: 31,231 global accepts · Rating: 800 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

27.

2001B

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

Quality: 26,105 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[huangallen's solution](#)

28.

2001A

[Make All Equal](#) · [Tutorial](#)

Quality: 32,878 global accepts · Rating: 800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

29.

2004A

[Closest Point](#) · [Tutorial](#)

Quality: 33,711 global accepts · Rating: 800 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[huangallen's solution](#)

30.

1993A

[Question Marks](#) · [Tutorial](#)

Quality: 33,171 global accepts · Rating: 800 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

31.

1997A

[Strong Password](#) · [Tutorial](#)

Quality: 33,432 global accepts · Rating: 800 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[huangallen's solution](#)

32.

1991A

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

Quality: 24,426 global accepts · Rating: 800 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

33.

1995A

[Diagonals](#) · [Tutorial](#)

Quality: 26,425 global accepts · Rating: 800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math
[huangallen's solution](#)

34.

1977A

[Little Nikita](#) · [Tutorial](#)

Quality: 39,201 global accepts · Rating: 800 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: math
[huangallen's solution](#)

35.

1956B

[Nene and the Card Game](#) · [Tutorial](#)

Quality: 22,932 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[huangallen's solution](#)

36.

1956A

[Nene's Game](#) · [Tutorial](#)

Quality: 24,195 global accepts · Rating: 800 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, games, greedy
[huangallen's solution](#)

37.

1969A

[Two Friends](#) · [Tutorial](#)

Quality: 22,177 global accepts · Rating: 800 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, math
[huangallen's solution](#)

38.

1760C

[Advantage](#) · [Tutorial](#)

Quality: 43,822 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings
[huangallen's solution](#)

39.

1760B

[Atilla's Favorite Problem](#) · [Tutorial](#)

Quality: 53,342 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings
[huangallen's solution](#)

40.

1760A

[Medium Number](#) · [Tutorial](#)

Quality: 79,943 global accepts · Rating: 800 · first AC: 2024-04-10 · C++20 (GCC 13-64) (first AC) · Tags: implementation, sortings
[huangallen's solution](#)

41.

1923A

[Moving Chips](#) · [Tutorial](#)

Quality: 26,365 global accepts · Rating: 800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

42.

1929B

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

Quality: 26,730 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[huangallen's solution](#)

43.

1929A

[Sasha and the Beautiful Array](#) · [Tutorial](#)

Quality: 34,944 global accepts · Rating: 800 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[huangallen's solution](#)

44.

1589A

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

Rating: 800 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: math
[huangallen's solution](#)

45.

1519B

[The Cake Is a Lie](#) · [Tutorial](#)

Quality: 33,399 global accepts · Rating: 800 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math
[huangallen's solution](#)

46.

1917A

[Least Product](#) · [Tutorial](#)

Quality: 27,245 global accepts · Rating: 800 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

47.

1913A

[Rating Increase](#) · [Tutorial](#)

Quality: 27,262 global accepts · Rating: 800 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[huangallen's solution](#)

48.

1905A

[Constructive Problems](#) · [Tutorial](#)

Quality: 24,431 global accepts · Rating: 800 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

49.

1903A

[Halloumi Boxes](#) · [Tutorial](#)

Quality: 79,652 global accepts · Rating: 800 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, sortings
[huangallen's solution](#)

50.

1891A

[Sorting with Twos](#) · [Tutorial](#)

Quality: 20,543 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, sortings
[huangallen's solution](#)

51.

1670A

[Prof. Slim](#) · [Tutorial](#)

Quality: 15,995 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[huangallen's solution](#)

52.

1678B1

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

Quality: 16,610 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[huangallen's solution](#)

53.

1678A

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

Quality: 19,173 global accepts · Rating: 800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[huangallen's solution](#)

54.

1890B

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

Quality: 18,766 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation
[huangallen's solution](#)

55.

1890A

[Doremy's Paint 3](#) · [Tutorial](#)

Quality: 57,122 global accepts · Rating: 800 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms
[huangallen's solution](#)

56.

1886A

[Sum of Three](#) · [Tutorial](#)

Quality: 27,721 global accepts · Rating: 800 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, math
[huangallen's solution](#)

57.

1877A

[Goals of Victory](#) · [Tutorial](#)

Quality: 52,332 global accepts · Rating: 800 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: math
[huangallen's solution](#)

58.

1882A

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

Quality: 27,338 global accepts · Rating: 800 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[huangallen's solution](#)

59.

1879A

[Rigged!](#) · [Tutorial](#)

Quality: 24,520 global accepts · Rating: 800 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: greedy
[huangallen's solution](#)

60.

1873D

[1D Eraser](#) · [Tutorial](#)

Quality: 43,013 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, two pointers
[huangallen's solution](#)

61.

1873C

[Target Practice](#) · [Tutorial](#)

Quality: 70,013 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[huangallen's solution](#)

62.

1873B

[Good Kid](#) · [Tutorial](#)

Quality: 62,700 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math
[huangallen's solution](#)

63.

1873A

[Short Sort](#) · [Tutorial](#)

Quality: 71,401 global accepts · Rating: 800 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation

[huangallen's solution](#)

64.

1703C

[Cypher](#) · [Tutorial](#)

Quality: 40,841 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[huangallen's solution](#)

65.

1703A

[YES or YES?](#) · [Tutorial](#)

Quality: 97,249 global accepts · Rating: 800 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings
[huangallen's solution](#)

66.

1703B

[ICPC Balloons](#) · [Tutorial](#)

Quality: 66,178 global accepts · Rating: 800 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation
[huangallen's solution](#)

67.

1688A

[Cirno's Perfect Bitmasks Classroom](#) · [Tutorial](#)

Quality: 23,492 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force
[huangallen's solution](#)

68.

1688B

[Patchouli's Magical Talisman](#) · [Tutorial](#)

Quality: 19,007 global accepts · Rating: 800 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, sortings
[huangallen's solution](#)

69.

2178B

[Impost or Sus](#) · [Tutorial](#)

Quality: 21,587 global accepts · Rating: 900 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation, strings
[huangallen's solution](#)

70.

2157B

[Expansion Plan 2](#) · [Tutorial](#)

Quality: 12,882 global accepts · Rating: 900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: implementation, math
[huangallen's solution](#)

71.

2169A

[Alice and Bob](#) · [Tutorial](#)

Quality: 19,058 global accepts · Rating: 900 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

72.

2137B

[Fun Permutation](#) · [Tutorial](#)

Quality: 26,474 global accepts · Rating: 900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[huangallen's solution](#)

73.

2140B

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

Quality: 22,137 global accepts · Rating: 900 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, math, number theory
[huangallen's solution](#)

74.

2062B

[Clockwork](#) · [Tutorial](#)

Quality: 23,753 global accepts · Rating: 900 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math
[huangallen's solution](#)

75.

2048B

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

Quality: 20,651 global accepts · Rating: 900 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

76.

2042B

[Game with Colored Marbles](#) · [Tutorial](#)

Quality: 19,486 global accepts · Rating: 900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[huangallen's solution](#)

77.

2028A

[Alice's Adventures in "Chess"](#) · [Tutorial](#)

Quality: 20,309 global accepts · Rating: 900 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, math
[huangallen's solution](#)

78.

2026A

[Perpendicular Segments](#) · [Tutorial](#)

Quality: 20,265 global accepts · Rating: 900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, geometry, greedy, math
[huangallen's solution](#)

79.

2013B

[Battle for Survive](#) · [Tutorial](#)

Quality: 28,249 global accepts · Rating: 900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[huangallen's solution](#)

80.

1990A

[Submission Bait](#) · [Tutorial](#)

Quality: 26,867 global accepts · Rating: 900 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, greedy, sortings
[huangallen's solution](#)

81.

1973A

[Chess For Three](#) · [Tutorial](#)

Quality: 28,539 global accepts · Rating: 900 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, implementation, math
[huangallen's solution](#)

82.

1875A

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

Quality: 47,019 global accepts · Rating: 900 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[huangallen's solution](#)

83.

1879B

[Chips on the Board](#) · [Tutorial](#)

Quality: 25,077 global accepts · Rating: 900 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

84.

26A

[Almost Prime](#) · [Tutorial](#)

Quality: 42,770 global accepts · Rating: 900 · first AC: 2021-09-05 · C++17 (GCC 7-32) (first AC) · Tags: number theory
[huangallen's solution](#)

85.

672B

[Different is Good](#) · [Tutorial](#)

Quality: 18,531 global accepts · Rating: 1000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, strings

[huangallen's solution](#)

86.

604A

[Uncowed Forces](#) · [Tutorial](#)

Quality: 9,374 global accepts · Rating: 1000 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: implementation

[huangallen's solution](#)

87.

2164B

[Even Modulo Pair](#) · [Tutorial](#)

Quality: 18,256 global accepts · Rating: 1000 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, number theory

[huangallen's solution](#)

88.

2124B

[Minimise Sum](#) · [Tutorial](#)

Quality: 20,285 global accepts · Rating: 1000 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[huangallen's solution](#)

89.

2057B

[Gorilla and the Exam](#) · [Tutorial](#)

Quality: 23,277 global accepts · Rating: 1000 · first AC: 2025-01-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings

[huangallen's solution](#)

90.

234B

[Reading](#) · [Tutorial](#)

Quality: 7,696 global accepts · Rating: 1000 · first AC: 2024-12-25 · C++20 (GCC 13-64) (first AC) · Tags: sortings

[huangallen's solution](#)

91.

2004B

[Game with Doors](#) · [Tutorial](#)

Quality: 31,523 global accepts · Rating: 1000 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[huangallen's solution](#)

92.

1969B

[Shifts and Sorting](#) · [Tutorial](#)

Quality: 22,332 global accepts · Rating: 1000 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[huangallen's solution](#)

93.

1760D

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

Quality: 27,018 global accepts · Rating: 1000 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: implementation, two pointers

[huangallen's solution](#)

94.

1520C

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

Quality: 34,543 global accepts · Rating: 1000 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[huangallen's solution](#)

95.

1913B

[Swap and Delete](#) · [Tutorial](#)

Quality: 51,264 global accepts · Rating: 1000 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: strings

[huangallen's solution](#)

96.

1877B

[Helmets in Night Light](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings

[huangallen's solution](#)

97.

2183B

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

Quality: 16,179 global accepts · Rating: 1100 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[huangallen's solution](#)

98.

2169B

[Drifting Away](#) · [Tutorial](#)

Quality: 16,108 global accepts · Rating: 1100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation

[huangallen's solution](#)

99.

2137C

[Maximum Even Sum](#) · [Tutorial](#)

Quality: 22,912 global accepts · Rating: 1100 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, greedy, implementation, math

[huangallen's solution](#)

100.

2138A

[Cake Assignment](#) · [Tutorial](#)

Quality: 17,000 global accepts · Rating: 1100 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[huangallen's solution](#)

101.

2122B

[File Shuffling](#) · [Tutorial](#)

Quality: 15,224 global accepts · Rating: 1100 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math

[huangallen's solution](#)

102.

2084B

[MIN = GCD](#) · [Tutorial](#)

Quality: 16,617 global accepts · Rating: 1100 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: greedy, math, number theory

[huangallen's solution](#)

103.

2032B

[Medians](#) · [Tutorial](#)

Quality: 20,594 global accepts · Rating: 1100 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huangallen's solution](#)

104.

2004C

[Splitting Items](#) · [Tutorial](#)

Quality: 27,129 global accepts · Rating: 1100 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[huangallen's solution](#)

105.

1993B

[Parity and Sum](#) · [Tutorial](#)

Quality: 26,449 global accepts · Rating: 1100 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[huangallen's solution](#)

106.

1997C

[Even Positions](#) · [Tutorial](#)

Quality: 25,433 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy

[huangallen's solution](#)

107.

1997B

[Make Three Regions](#) · [Tutorial](#)

Quality: 23,470 global accepts · Rating: 1100 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, two pointers

[huangallen's solution](#)

108.

1991B

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

Quality: 18,903 global accepts · Rating: 1100 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy

[huangallen's solution](#)

109.

1995B1

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

Quality: 20,987 global accepts · Rating: 1100 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, greedy, sortings, two pointers

[huangallen's solution](#)

110.

1977B

[Binary Colouring](#) · [Tutorial](#)

Quality: 19,899 global accepts · Rating: 1100 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[huangallen's solution](#)

111.

1760E

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

Quality: 23,007 global accepts · Rating: 1100 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math

[huangallen's solution](#)

112.

1923B

[Monsters Attack!](#) · [Tutorial](#)

Quality: 19,880 global accepts · Rating: 1100 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation

[huangallen's solution](#)

113.

1917B

[Erase First or Second Letter](#) · [Tutorial](#)

Quality: 36,359 global accepts · Rating: 1100 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, combinatorics, data structures, dp, strings

[huangallen's solution](#)

114.

1905B

[Begginer's Zelda](#) · [Tutorial](#)

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, trees

[huangallen's solution](#)

115.

1891B

[Deja Vu](#) · [Tutorial](#)

Quality: 29,022 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, math, sortings

[huangallen's solution](#)

116.

1670B

[Dorms War](#) · [Tutorial](#)

Quality: 13,435 global accepts · Rating: 1100 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[huangallen's solution](#)

117.

1873E

[Building an Aquarium](#) · [Tutorial](#)

Quality: 43,464 global accepts · Rating: 1100 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings

[huangallen's solution](#)

118.

1703D

[Double Strings](#) · [Tutorial](#)

Quality: 29,208 global accepts · Rating: 1100 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, strings

[huangallen's solution](#)

119.

1877C

[Joyboard](#) · [Tutorial](#)

Quality: 12,838 global accepts · Rating: 1200 · first AC: 2023-10-08 · last AC: 2026-03-20 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[huangallen's solution](#)

120.

2196A

[Game with a Fraction](#) · [Tutorial](#)

Quality: 15,833 global accepts · Rating: 1200 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: games, math

[huangallen's solution](#)

121.

2178C

[First or Second](#) · [Tutorial](#)

Quality: 15,702 global accepts · Rating: 1200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, implementation

[huangallen's solution](#)

122.

2174A

[Needle in a Haystack](#) · [Tutorial](#)

Quality: 14,305 global accepts · Rating: 1200 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, strings, two pointers

[huangallen's solution](#)

123.

2137D

[Replace with Occurrences](#) · [Tutorial](#)

Quality: 19,549 global accepts · Rating: 1200 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[huangallen's solution](#)

124.

2135A

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

Quality: 18,346 global accepts · Rating: 1200 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[huangallen's solution](#)

125.

2062C

[Cirno and Operations](#) · [Tutorial](#)

Quality: 18,391 global accepts · Rating: 1200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math

[huangallen's solution](#)

126.

2053B

[Outstanding Impressionist](#) · [Tutorial](#)

Quality: 16,979 global accepts · Rating: 1200 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy

[huangallen's solution](#)

127.

2048C

[Kevin and Binary Strings](#) · [Tutorial](#)

Quality: 15,145 global accepts · Rating: 1200 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, greedy, implementation, strings
[huangallen's solution](#)

128.

2020B

[Brightness Begins](#) · [Tutorial](#)

Quality: 21,668 global accepts · Rating: 1200 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math
[huangallen's solution](#)

129.

1990B

[Array Craft](#) · [Tutorial](#)

Quality: 19,867 global accepts · Rating: 1200 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

130.

1674D

[A-B-C Sort](#) · [Tutorial](#)

Quality: 17,792 global accepts · Rating: 1200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, sortings
[huangallen's solution](#)

131.

1472D

[Even-Odd Game](#) · [Tutorial](#)

Quality: 30,536 global accepts · Rating: 1200 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, games, greedy, sortings
[huangallen's solution](#)

132.

1903B

[StORage room](#) · [Tutorial](#)

Quality: 14,836 global accepts · Rating: 1200 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[huangallen's solution](#)

133.

1886B

[Fear of the Dark](#) · [Tutorial](#)

Quality: 18,016 global accepts · Rating: 1200 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, geometry, math
[huangallen's solution](#)

134.

1875B

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

Rating: 1200 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation
[huangallen's solution](#)

135.

1703E

[Mirror Grid](#) · [Tutorial](#)

Quality: 27,589 global accepts · Rating: 1200 · first AC: 2022-07-21 · C++17 (GCC 7-32) (first AC) · Tags: implementation
[huangallen's solution](#)

136.

2201A1

[Lost Civilization \(Easy Version\)](#) · [Tutorial](#)

Quality: 11,057 global accepts · Rating: 1300 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures
[huangallen's solution](#)

137.

2165A

[Cyclic Merging](#) · [Tutorial](#)

Quality: 14,118 global accepts · Rating: 1300 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

138.

2169C

[Range Operation](#) · [Tutorial](#)

Quality: 12,677 global accepts · Rating: 1300 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: dp, greedy, math, two pointers
[huangallen's solution](#)

139.

2150A

[Incremental Path](#) · [Tutorial](#)

Quality: 11,701 global accepts · Rating: 1300 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: data structures, hashing, implementation
[huangallen's solution](#)

140.

2127B

[Hamiid, Haaamid... Hamid?](#) · [Tutorial](#)

Quality: 13,495 global accepts · Rating: 1300 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy
[huangallen's solution](#)

141.

2129A

[Double Perspective](#) · [Tutorial](#)

Quality: 16,645 global accepts · Rating: 1300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, dsu, graphs, greedy, sortings
[huangallen's solution](#)

142.

2124C

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

Quality: 14,607 global accepts · Rating: 1300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, number theory
[huangallen's solution](#)

143.

2026B

[Black Cells](#) · [Tutorial](#)

Quality: 16,504 global accepts · Rating: 1300 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy
[huangallen's solution](#)

144.

2023A

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

Quality: 16,570 global accepts · Rating: 1300 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math, sortings
[huangallen's solution](#)

145.

1991C

[Absolute Zero](#) · [Tutorial](#)

Quality: 17,706 global accepts · Rating: 1300 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math
[huangallen's solution](#)

146.

1973B

[Cat, Fox and the Lonely Array](#) · [Tutorial](#)

Quality: 16,829 global accepts · Rating: 1300 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, data structures, greedy, math, two pointers
[huangallen's solution](#)

147.

1698C

[3SUM Closure](#) · [Tutorial](#)

Quality: 19,752 global accepts · Rating: 1300 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures
[huangallen's solution](#)

148.

1899E

[Queue Sort](#) · [Tutorial](#)

Quality: 18,278 global accepts · Rating: 1300 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: greedy, implementation, sortings
[huangallen's solution](#)

149.

1555B

[Two Tables](#) · [Tutorial](#)

Quality: 17,249 global accepts · Rating: 1300 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force
[huangallen's solution](#)

150.

1913C

[Game with Multiset](#) · [Tutorial](#)

Quality: 17,491 global accepts · Rating: 1300 · first AC: 2023-12-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[huangallen's solution](#)

151.

1890C

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

Rating: 1300 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, implementation, two pointers
[huangallen's solution](#)

152.

1882B

[Sets and Union](#) · [Tutorial](#)

Quality: 17,417 global accepts · Rating: 1300 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, greedy
[huangallen's solution](#)

153.

1873F

[Money Trees](#) · [Tutorial](#)

Quality: 19,703 global accepts · Rating: 1300 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, math, two pointers
[huangallen's solution](#)

154.

1703F

[Yet Another Problem About Pairs Satisfying an Inequality](#) · [Tutorial](#)

Quality: 30,054 global accepts · Rating: 1300 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, sortings
[huangallen's solution](#)

155.

2014D

[Robert Hood and Mrs Hood](#) · [Tutorial](#)

Quality: 15,975 global accepts · Rating: 1400 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, greedy, sortings
[huangallen's solution](#)

156.

2157C

[Meximum Array 2](#) · [Tutorial](#)

Quality: 9,256 global accepts · Rating: 1400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math
[huangallen's solution](#)

157.

2164C

[Dungeon](#) · [Tutorial](#)

Quality: 10,712 global accepts · Rating: 1400 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings
[huangallen's solution](#)

158.

2127C

[Trip Shopping](#) · [Tutorial](#)

Quality: 12,396 global accepts · Rating: 1400 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings
[huangallen's solution](#)

159.

2084C

[You Soared Afar With Grace](#) · [Tutorial](#)

Quality: 11,712 global accepts · Rating: 1400 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation
[huangallen's solution](#)

160.

2066A

[Object Identification](#) · [Tutorial](#)

Quality: 7,173 global accepts · Rating: 1400 · first AC: 2025-02-11 · last AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: graphs, greedy, implementation, interactive
[huangallen's solution](#)

161.

2028B

[Alice's Adventures in Permuting](#) · [Tutorial](#)

Quality: 13,291 global accepts · Rating: 1400 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, implementation, math
[huangallen's solution](#)

162.

2032C

[Trinity](#) · [Tutorial](#)

Quality: 16,174 global accepts · Rating: 1400 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, sortings, two pointers
[huangallen's solution](#)

163.

2020C

[Bitwise Balancing](#) · [Tutorial](#)

Quality: 18,299 global accepts · Rating: 1400 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, hashing, implementation, math, schedules, ternary search
[huangallen's solution](#)

164.

2013C

[Password Cracking](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1400 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, interactive, strings
[huangallen's solution](#)

165.

1993C

[Light Switches](#) · [Tutorial](#)

Quality: 16,180 global accepts · Rating: 1400 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: implementation, math
[huangallen's solution](#)

166.

1463B

[Find The Array](#) · [Tutorial](#)

Quality: 21,168 global accepts · Rating: 1400 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy
[huangallen's solution](#)

167.

1923C

[Find B](#) · [Tutorial](#)

Quality: 18,457 global accepts · Rating: 1400 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

168.

1929C

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

Quality: 17,286 global accepts · Rating: 1400 · first AC: 2024-02-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, games, greedy, math

[huangallen's solution](#)

169.

1748B

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

Quality: 16,782 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: brute force, implementation, strings

[huangallen's solution](#)

170.

1526B

[I Hate 1111](#) · [Tutorial](#)

Quality: 36,735 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: dp, math, number theory

[huangallen's solution](#)

171.

1914E2

[Game with Marbles \(Hard Version\)](#) · [Tutorial](#)

Quality: 14,751 global accepts · Rating: 1400 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: games, greedy, sortings

[huangallen's solution](#)

172.

1905C

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

Quality: 14,212 global accepts · Rating: 1400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: greedy, strings

[huangallen's solution](#)

173.

1903C

[Theofanis' Nightmare](#) · [Tutorial](#)

Quality: 14,480 global accepts · Rating: 1400 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy

[huangallen's solution](#)

174.

1670C

[Where is the Pizza?](#) · [Tutorial](#)

Quality: 10,993 global accepts · Rating: 1400 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, implementation, math

[huangallen's solution](#)

175.

1875C

[Jellyfish and Green Apple](#) · [Tutorial](#)

Quality: 13,880 global accepts · Rating: 1400 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, greedy, math, number theory

[huangallen's solution](#)

176.

2183D1

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

Quality: 8,856 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, greedy, trees

[huangallen's solution](#)

177.

2183C

[War Strategy](#) · [Tutorial](#)

Quality: 10,671 global accepts · Rating: 1500 · first AC: 2026-01-07 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, two pointers

[huangallen's solution](#)

178.

2169D1

[Removal of a Sequence \(Easy Version\)](#) · [Tutorial](#)

Quality: 8,548 global accepts · Rating: 1500 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, implementation, math, number theory

[huangallen's solution](#)

179.

2137E

[Mexification](#) · [Tutorial](#)

Quality: 10,170 global accepts · Rating: 1500 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[huangallen's solution](#)

180.

2140C

[Ultimate Value](#) · [Tutorial](#)

Quality: 12,376 global accepts · Rating: 1500 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, games, greedy

[huangallen's solution](#)

181.

2077A

[Breach of Faith](#) · [Tutorial](#)

Quality: 14,582 global accepts · Rating: 1500 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math, sortings

[huangallen's solution](#)

182.

2057C

[Trip to the Olympiad](#) · [Tutorial](#)

Quality: 13,801 global accepts · Rating: 1500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[huangallen's solution](#)

183.

2053C

[Bewitching Stargazer](#) · [Tutorial](#)

Quality: 12,335 global accepts · Rating: 1500 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, math

[huangallen's solution](#)

184.

2026C

[Action Figures](#) · [Tutorial](#)

Quality: 12,632 global accepts · Rating: 1500 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, implementation

[huangallen's solution](#)

185.

2001C

[Guess The Tree](#) · [Tutorial](#)

Quality: 12,797 global accepts · Rating: 1500 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, dfs and similar, divide and conquer, dsu, greedy, interactive, trees

[huangallen's solution](#)

186.

1997D

[Maximize the Root](#) · [Tutorial](#)

Quality: 15,913 global accepts · Rating: 1500 · first AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dfs and similar, dp, greedy, trees

[huangallen's solution](#)

187.

1990C

[Mad MAD Sum](#) · [Tutorial](#)

Quality: 14,570 global accepts · Rating: 1500 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[huangallen's solution](#)

188.

1760F

[Quests](#) · [Tutorial](#)

Quality: 14,790 global accepts · Rating: 1500 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy, sortings
[huangallen's solution](#)

189.

1791F

[Range Update Point Query](#) · [Tutorial](#)

Quality: 15,530 global accepts · Rating: 1500 · first AC: 2024-01-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures
[huangallen's solution](#)

190.

1473C

[No More Inversions](#) · [Tutorial](#)

Quality: 13,414 global accepts · Rating: 1500 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math
[huangallen's solution](#)

191.

1891C

[Smilo and Monsters](#) · [Tutorial](#)

Quality: 20,359 global accepts · Rating: 1500 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, greedy, sortings, two pointers
[huangallen's solution](#)

192.

1877D

[Effects of Anti Pimples](#) · [Tutorial](#)

Rating: 1500 · first AC: 2023-10-08 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, number theory, sortings
[huangallen's solution](#)

193.

1882C

[Card Game](#) · [Tutorial](#)

Quality: 14,463 global accepts · Rating: 1500 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy
[huangallen's solution](#)

194.

1873G

[ABBC or BACB](#) · [Tutorial](#)

Quality: 16,844 global accepts · Rating: 1500 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

195.

2065E

[Skibidus and Rizz](#) · [Tutorial](#)

Quality: 11,972 global accepts · Rating: 1600 · first AC: 2026-04-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[huangallen's solution](#)

196.

1567C

[Carrying Conundrum](#) · [Tutorial](#)

Quality: 13,155 global accepts · Rating: 1600 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math
[huangallen's solution](#)

197.

817C

[Really Big Numbers](#) · [Tutorial](#)

Quality: 8,485 global accepts · Rating: 1600 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, math
[huangallen's solution](#)

198.

2207C

[Where's My Water?](#) · [Tutorial](#)

Quality: 5,449 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer, dp, math

[huangallen's solution](#)

199.

2207B

[One Night At Freddy's](#) · [Tutorial](#)

Quality: 5,814 global accepts · Rating: 1600 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: games, greedy, sortings

[huangallen's solution](#)

200.

2196B

[Another Problem about Beautiful Pairs](#) · [Tutorial](#)

Quality: 8,584 global accepts · Rating: 1600 · first AC: 2026-02-12 · last AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, math, two pointers

[huangallen's solution](#)

201.

2157D

[Billion Players Game](#) · [Tutorial](#)

Quality: 6,012 global accepts · Rating: 1600 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, greedy, math, sortings, ternary search, two pointers

[huangallen's solution](#)

202.

2129B

[Stay or Mirror](#) · [Tutorial](#)

Quality: 13,268 global accepts · Rating: 1600 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, greedy, sortings

[huangallen's solution](#)

203.

2084D

[Arcology On Permafrost](#) · [Tutorial](#)

Quality: 8,842 global accepts · Rating: 1600 · first AC: 2025-04-05 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, math

[huangallen's solution](#)

204.

2048D

[Kevin and Competition Memories](#) · [Tutorial](#)

Quality: 8,311 global accepts · Rating: 1600 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, greedy, sortings, two pointers

[huangallen's solution](#)

205.

2028C

[Alice's Adventures in Cutting Cake](#) · [Tutorial](#)

Quality: 9,983 global accepts · Rating: 1600 · first AC: 2024-11-10 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy, two pointers

[huangallen's solution](#)

206.

1766D

[Lucky Chains](#) · [Tutorial](#)

Quality: 10,548 global accepts · Rating: 1600 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[huangallen's solution](#)

207.

2004D

[Colored Portals](#) · [Tutorial](#)

Quality: 13,258 global accepts · Rating: 1600 · first AC: 2024-08-15 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, graphs, greedy, implementation, shortest paths

[huangallen's solution](#)

208.

1741E

[Sending a Sequence Over the Network](#) · [Tutorial](#)

Quality: 17,797 global accepts · Rating: 1600 · first AC: 2024-06-10 · C++17 (GCC 7-32) (first AC) · Tags: dp

[huangallen's solution](#)

209.

1702E

[Split Into Two Sets](#) · [Tutorial](#)

Quality: 17,845 global accepts · Rating: 1600 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, graphs

[huangallen's solution](#)

210.

1956C

[Nene's Magical Matrix](#) · [Tutorial](#)

Quality: 15,148 global accepts · Rating: 1600 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, math

[huangallen's solution](#)

211.

1610C

[Keshi Is Throwing a Party](#) · [Tutorial](#)

Quality: 15,623 global accepts · Rating: 1600 · first AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[huangallen's solution](#)

212.

1512E

[Permutation by Sum](#) · [Tutorial](#)

Quality: 11,383 global accepts · Rating: 1600 · first AC: 2024-04-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, math

[huangallen's solution](#)

213.

1526C2

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

Quality: 29,740 global accepts · Rating: 1600 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[huangallen's solution](#)

214.

1603B

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

Quality: 15,076 global accepts · Rating: 1600 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, number theory

[huangallen's solution](#)

215.

1856C

[To Become Max](#) · [Tutorial](#)

Quality: 18,332 global accepts · Rating: 1600 · first AC: 2023-12-27 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, dp

[huangallen's solution](#)

216.

1857F

[Sum and Product](#) · [Tutorial](#)

Quality: 14,326 global accepts · Rating: 1600 · first AC: 2023-12-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, math

[huangallen's solution](#)

217.

1917C

[Watering an Array](#) · [Tutorial](#)

Quality: 12,388 global accepts · Rating: 1600 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math

[huangallen's solution](#)

218.

1886C

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

Quality: 16,609 global accepts · Rating: 1600 · first AC: 2023-10-09 · C++17 (GCC 7-32) (first AC) · Tags: implementation, strings

[huangallen's solution](#)

219.

1875D

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

Quality: 11,405 global accepts · Rating: 1600 · first AC: 2023-09-30 · C++17 (GCC 7-32) (first AC) · Tags: dp

[huangallen's solution](#)

220.

1703G

[Good Key, Bad Key](#) · [Tutorial](#)

Quality: 12,746 global accepts · Rating: 1600 · first AC: 2022-07-21 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, math

[huangallen's solution](#)

221.

1688D

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

Rating: 1600 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math

[huangallen's solution](#)

222.

2215A

[Interval Mod](#) · [Tutorial](#)

Quality: 2,502 global accepts · Rating: 1700 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dp, greedy, math

[huangallen's solution](#)

223.

2201B

[Recollect Numbers](#) · [Tutorial](#)

Quality: 4,957 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms

[huangallen's solution](#)

224.

2201A2

[Lost Civilization \(Hard Version\)](#) · [Tutorial](#)

Quality: 5,089 global accepts · Rating: 1700 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp

[huangallen's solution](#)

225.

2178D

[Xmas or Hysteria](#) · [Tutorial](#)

Quality: 6,698 global accepts · Rating: 1700 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huangallen's solution](#)

226.

2150B

[Grid Counting](#) · [Tutorial](#)

Quality: 6,051 global accepts · Rating: 1700 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, implementation, math

[huangallen's solution](#)

227.

2159A

[MAD Interactive Problem](#) · [Tutorial](#)

Quality: 8,134 global accepts · Rating: 1700 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, implementation, interactive

[huangallen's solution](#)

228.

2135B

[For the Champion](#) · [Tutorial](#)

Quality: 7,344 global accepts · Rating: 1700 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[huangallen's solution](#)

229.

2122C

[Manhattan Pairs](#) · [Tutorial](#)

Quality: 8,402 global accepts · Rating: 1700 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, geometry, greedy, math, sortings

[huangallen's solution](#)

230.

2124D

[Make a Palindrome](#) · [Tutorial](#)

Quality: 8,100 global accepts · Rating: 1700 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, sortings, two pointers

[huangallen's solution](#)

231.

2053D

[Refined Product Optimality](#) · [Tutorial](#)

Quality: 7,685 global accepts · Rating: 1700 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, greedy, math, schedules, sortings

[huangallen's solution](#)

232.

2023B

[Skipping](#) · [Tutorial](#)

Quality: 7,081 global accepts · Rating: 1700 · first AC: 2024-10-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, graphs, shortest paths

[huangallen's solution](#)

233.

2007D

[Iris and Game on the Tree](#) · [Tutorial](#)

Rating: 1700 · first AC: 2024-08-31 · C++17 (GCC 7-32) (first AC) · Tags: games, graphs, greedy, trees

[huangallen's solution](#)

234.

1995B2

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

Quality: 10,150 global accepts · Rating: 1700 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings, two pointers

[huangallen's solution](#)

235.

1594D

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

Quality: 9,399 global accepts · Rating: 1700 · first AC: 2024-05-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, dsu, graphs

[huangallen's solution](#)

236.

1973C

[Cat, Fox and Double Maximum](#) · [Tutorial](#)

Quality: 9,851 global accepts · Rating: 1700 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math, sortings

[huangallen's solution](#)

237.

1777C

[Quiz Master](#) · [Tutorial](#)

Quality: 12,297 global accepts · Rating: 1700 · first AC: 2024-05-13 · last AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: binary search, math, number theory, sortings, two pointers

[huangallen's solution](#)

238.

578B

["Or" Game](#) · [Tutorial](#)

Quality: 5,497 global accepts · Rating: 1700 · first AC: 2024-05-13 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy

[huangallen's solution](#)

239.

1969C

[Minimizing the Sum](#) · [Tutorial](#)

Quality: 11,496 global accepts · Rating: 1700 · first AC: 2024-04-29 · C++17 (GCC 7-32) (first AC) · Tags: dp, implementation
[huangallen's solution](#)

240.

1554B

[Cobb](#) · [Tutorial](#)

Quality: 13,798 global accepts · Rating: 1700 · first AC: 2024-04-15 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, greedy, math
[huangallen's solution](#)

241.

1760G

[SlavicG's Favorite Problem](#) · [Tutorial](#)

Quality: 10,315 global accepts · Rating: 1700 · first AC: 2024-04-10 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs
[huangallen's solution](#)

242.

632C

[The Smallest String Concatenation](#) · [Tutorial](#)

Quality: 10,433 global accepts · Rating: 1700 · first AC: 2024-02-22 · C++17 (GCC 7-32) (first AC) · Tags: sortings, strings
[huangallen's solution](#)

243.

439D

[Devu and his Brother](#) · [Tutorial](#)

Quality: 6,851 global accepts · Rating: 1700 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, sortings, ternary search, two pointers
[huangallen's solution](#)

244.

1479A

[Searching Local Minimum](#) · [Tutorial](#)

Quality: 13,085 global accepts · Rating: 1700 · first AC: 2024-01-29 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive, ternary search
[huangallen's solution](#)

245.

1903D1

[Maximum And Queries \(easy version\)](#) · [Tutorial](#)

Quality: 7,149 global accepts · Rating: 1700 · first AC: 2023-12-06 · C++17 (GCC 7-32) (first AC) · Tags: binary search, bitmasks, brute force, greedy
[huangallen's solution](#)

246.

1890D

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

Rating: 1700 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: graphs, greedy, math, sortings
[huangallen's solution](#)

247.

1879D

[Sum of XOR Functions](#) · [Tutorial](#)

Quality: 10,493 global accepts · Rating: 1700 · first AC: 2023-09-24 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, divide and conquer, dp, math
[huangallen's solution](#)

248.

1873H

[Mad City](#) · [Tutorial](#)

Quality: 9,525 global accepts · Rating: 1700 · first AC: 2023-09-21 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, dsu, games, graphs, shortest paths, trees
[huangallen's solution](#)

249.

1688C

[Manipulating History](#) · [Tutorial](#)

Quality: 8,742 global accepts · Rating: 1700 · first AC: 2022-06-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, strings
[huangallen's solution](#)

250.

2101B

[Quartet Swapping](#) · [Tutorial](#)

Quality: 6,830 global accepts · Rating: 1800 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, greedy, sortings
[huangallen's solution](#)

251.

1508B

[Almost Sorted](#) · [Tutorial](#)

Quality: 4,431 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, constructive algorithms, implementation
[huangallen's solution](#)

252.

2145D

[Inversion Value of a Permutation](#) · [Tutorial](#)

Quality: 6,663 global accepts · Rating: 1800 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, dfs and similar, dp
[huangallen's solution](#)

253.

1801B

[Buying gifts](#) · [Tutorial](#)

Quality: 7,548 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[huangallen's solution](#)

254.

1554D

[Diane](#) · [Tutorial](#)

Quality: 10,562 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, strings
[huangallen's solution](#)

255.

1172A

[Nauuo and Cards](#) · [Tutorial](#)

Quality: 5,176 global accepts · Rating: 1800 · first AC: 2026-03-14 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation
[huangallen's solution](#)

256.

2196C1

[Interactive Graph \(Simple Version\)](#) · [Tutorial](#)

Quality: 3,595 global accepts · Rating: 1800 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dfs and similar, dp, graphs, interactive
[huangallen's solution](#)

257.

2164D

[Copy String](#) · [Tutorial](#)

Quality: 4,971 global accepts · Rating: 1800 · first AC: 2025-11-06 · C++20 (GCC 13-64) (first AC) · Tags: greedy, implementation, strings, two pointers
[huangallen's solution](#)

258.

2138C1

[Maple and Tree Beauty \(Easy Version\)](#) · [Tutorial](#)

Quality: 5,427 global accepts · Rating: 1800 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: brute force, dfs and similar, dp, graphs, trees
[huangallen's solution](#)

259.

2127D

[Root was Built by Love, Broken by Destiny](#) · [Tutorial](#)

Quality: 6,198 global accepts · Rating: 1800 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[huangallen's solution](#)

260.

2042C

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

Quality: 8,643 global accepts · Rating: 1800 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: greedy

[huangallen's solution](#)

261.

2032D

[Genokraken](#) · [Tutorial](#)

Quality: 6,200 global accepts · Rating: 1800 · first AC: 2024-11-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, graphs, greedy, implementation, interactive, trees, two pointers

[huangallen's solution](#)

262.

7C

[Line](#) · [Tutorial](#)

Quality: 5,480 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[huangallen's solution](#)

263.

1034A

[Enlarge GCD](#) · [Tutorial](#)

Quality: 9,919 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: number theory

[huangallen's solution](#)

264.

1295D

[Same GCDs](#) · [Tutorial](#)

Quality: 10,219 global accepts · Rating: 1800 · first AC: 2024-10-03 · C++17 (GCC 7-32) (first AC) · Tags: math, number theory

[huangallen's solution](#)

265.

2020D

[Connect the Dots](#) · [Tutorial](#)

Quality: 7,424 global accepts · Rating: 1800 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, dsu, graphs, math, trees

[huangallen's solution](#)

266.

1995C

[Squaring](#) · [Tutorial](#)

Quality: 10,289 global accepts · Rating: 1800 · first AC: 2024-07-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, math, number theory

[huangallen's solution](#)

267.

1990D

[Grid Puzzle](#) · [Tutorial](#)

Quality: 7,720 global accepts · Rating: 1800 · first AC: 2024-07-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, greedy, implementation

[huangallen's solution](#)

268.

1666L

[Labyrinth](#) · [Tutorial](#)

Quality: 3,696 global accepts · Rating: 1800 · first AC: 2024-06-03 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[huangallen's solution](#)

269.

847E

[Packmen](#) · [Tutorial](#)

Quality: 3,663 global accepts · Rating: 1800 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp
[huangallen's solution](#)

270.

1923D

[Slimes](#) · [Tutorial](#)

Quality: 8,364 global accepts · Rating: 1800 · first AC: 2024-02-23 · C++17 (GCC 7-32) (first AC) · Tags: binary search, constructive algorithms, data structures, greedy, two pointers
[huangallen's solution](#)

271.

1678B2

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

Quality: 7,354 global accepts · Rating: 1800 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: dp, greedy, implementation
[huangallen's solution](#)

272.

933A

[A Twisty Movement](#) · [Tutorial](#)

Quality: 5,401 global accepts · Rating: 1800 · first AC: 2021-08-16 · last AC: 2021-08-16 · C++17 (GCC 7-32) (first AC) · Tags: dp
[huangallen's solution](#)

273.

2180D

[Insolvable Disks](#) · [Tutorial](#)

Quality: 4,256 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, greedy, math
[huangallen's solution](#)

274.

2180C

[XOR-factorization](#) · [Tutorial](#)

Quality: 6,464 global accepts · Rating: 1900 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy, number theory
[huangallen's solution](#)

275.

2174B

[Wishing Cards](#) · [Tutorial](#)

Quality: 3,971 global accepts · Rating: 1900 · first AC: 2025-12-06 · C++20 (GCC 13-64) (first AC) · Tags: dp
[huangallen's solution](#)

276.

2157E

[Adjusting Drones](#) · [Tutorial](#)

Quality: 3,571 global accepts · Rating: 1900 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, data structures, dp, dsu, greedy, implementation, sortings
[huangallen's solution](#)

277.

2165B

[Marble Council](#) · [Tutorial](#)

Quality: 4,541 global accepts · Rating: 1900 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, sortings
[huangallen's solution](#)

278.

2137F

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

Quality: 4,062 global accepts · Rating: 1900 · first AC: 2025-11-11 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, data structures, sortings
[huangallen's solution](#)

279.

2138B

[Antiamuny Wants to Learn Swap](#) · [Tutorial](#)

Quality: 5,333 global accepts · Rating: 1900 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, two pointers
[huangallen's solution](#)

280.

2129C1

[Interactive RBS \(Easy Version\)](#) · [Tutorial](#)

Quality: 3,861 global accepts · Rating: 1900 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[huangallen's solution](#)

281.

2077B

[Finding OR Sum](#) · [Tutorial](#)

Quality: 3,657 global accepts · Rating: 1900 · first AC: 2025-03-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms, implementation, interactive, math
[huangallen's solution](#)

282.

2066B

[White Magic](#) · [Tutorial](#)

Quality: 5,459 global accepts · Rating: 1900 · first AC: 2025-02-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dp, greedy, implementation
[huangallen's solution](#)

283.

2053E

[Resourceful Caterpillar Sequence](#) · [Tutorial](#)

Quality: 4,515 global accepts · Rating: 1900 · first AC: 2024-12-28 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, graphs, greedy, trees
[huangallen's solution](#)

284.

2042D

[Recommendations](#) · [Tutorial](#)

Quality: 5,239 global accepts · Rating: 1900 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, implementation, sortings, two pointers
[huangallen's solution](#)

285.

1902E

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

Quality: 5,618 global accepts · Rating: 1900 · first AC: 2024-11-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, strings, trees
[huangallen's solution](#)

286.

2026D

[Sums of Segments](#) · [Tutorial](#)

Quality: 5,854 global accepts · Rating: 1900 · first AC: 2024-10-28 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, dp, implementation, math
[huangallen's solution](#)

287.

2013D

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

Quality: 7,472 global accepts · Rating: 1900 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy
[huangallen's solution](#)

288.

2001D

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

Quality: 6,385 global accepts · Rating: 1900 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, data structures, greedy, implementation
[huangallen's solution](#)

289.

1991E

[Coloring Game](#) · [Tutorial](#)

Quality: 5,125 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, games, graphs, greedy, interactive

[huangallen's solution](#)

290.

1991D

[Prime XOR Coloring](#) · [Tutorial](#)

Quality: 7,886 global accepts · Rating: 1900 · first AC: 2024-07-28 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, graphs, greedy, math, number theory

[huangallen's solution](#)

291.

862C

[Mahmoud and Ehab and the xor](#) · [Tutorial](#)

Quality: 4,506 global accepts · Rating: 1900 · first AC: 2024-06-05 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms

[huangallen's solution](#)

292.

1977C

[Nikita and LCM](#) · [Tutorial](#)

Quality: 8,040 global accepts · Rating: 1900 · first AC: 2024-05-28 · last AC: 2024-05-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp, greedy, math, number theory, sortings

[huangallen's solution](#)

293.

1854A2

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

Quality: 7,865 global accepts · Rating: 1900 · first AC: 2024-05-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math

[huangallen's solution](#)

294.

1969D

[Shop Game](#) · [Tutorial](#)

Quality: 5,708 global accepts · Rating: 1900 · first AC: 2024-04-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy, math, sortings

[huangallen's solution](#)

295.

1689D

[Lena and Matrix](#) · [Tutorial](#)

Quality: 4,744 global accepts · Rating: 1900 · first AC: 2024-04-22 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, geometry, shortest paths

[huangallen's solution](#)

296.

1955G

[GCD on a grid](#) · [Tutorial](#)

Quality: 5,898 global accepts · Rating: 1900 · first AC: 2024-04-08 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, dp, implementation, math, number theory

[huangallen's solution](#)

297.

1477B

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

Quality: 3,550 global accepts · Rating: 1900 · first AC: 2024-03-04 · C++17 (GCC 7-32) (first AC) · Tags: data structures, greedy

[huangallen's solution](#)

298.

1929D

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

Quality: 5,759 global accepts · Rating: 1900 · first AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math, trees

[huangallen's solution](#)

299.

1906E

[Merge Not Sort](#) · [Tutorial](#)

Quality: 2,424 global accepts · Rating: 1900 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dp
[huangallen's solution](#)

300.

1891D

[Suspicious logarithms](#) · [Tutorial](#)

Quality: 4,557 global accepts · Rating: 1900 · first AC: 2023-10-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, math
[huangallen's solution](#)

301.

1882D

[Tree XOR](#) · [Tutorial](#)

Quality: 7,097 global accepts · Rating: 1900 · first AC: 2023-09-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, dp, greedy, trees

[huangallen's solution](#)

302.

20C

[Dijkstra?](#) · [Tutorial](#)

Quality: 46,889 global accepts · Rating: 1900 · first AC: 2022-07-25 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[huangallen's solution](#)

303.

1454E

[Number of Simple Paths](#) · [Tutorial](#)

Quality: 6,621 global accepts · Rating: 2000 · first AC: 2026-04-15 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, graphs, trees

[huangallen's solution](#)

304.

2215B

[RReeppeettiittiioonn](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2000 · first AC: 2026-04-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, implementation, math, number theory

[huangallen's solution](#)

305.

2201C

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

Quality: 1,994 global accepts · Rating: 2000 · first AC: 2026-02-23 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp, greedy

[huangallen's solution](#)

306.

2195F

[Parabola Independence](#) · [Tutorial](#)

Quality: 2,705 global accepts · Rating: 2000 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: dp, graphs, greedy, math, sortings

[huangallen's solution](#)

307.

2196C2

[Interactive Graph \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,522 global accepts · Rating: 2000 · first AC: 2026-02-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dfs and similar, dp, graphs, interactive

[huangallen's solution](#)

308.

2178E

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

Quality: 3,687 global accepts · Rating: 2000 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, interactive

[huangallen's solution](#)

309.

2165C

[Binary Wine](#) · [Tutorial](#)

Quality: 3,530 global accepts · Rating: 2000 · first AC: 2025-11-16 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, greedy, math
[huangallen's solution](#)

310.

2140D

[A Cruel Segment's Thesis](#) · [Tutorial](#)

Quality: 4,890 global accepts · Rating: 2000 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, sortings
[huangallen's solution](#)

311.

2138C2

[Maple and Tree Beauty \(Hard Version\)](#) · [Tutorial](#)

Quality: 3,370 global accepts · Rating: 2000 · first AC: 2025-09-08 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, brute force, dfs and similar, dp, fft, trees
[huangallen's solution](#)

312.

2135C

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

Quality: 3,891 global accepts · Rating: 2000 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, combinatorics, dfs and similar, dsu, graphs, math
[huangallen's solution](#)

313.

2129C2

[Interactive RBS \(Medium Version\)](#) · [Tutorial](#)

Quality: 2,503 global accepts · Rating: 2000 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[huangallen's solution](#)

314.

2062E1

[The Game \(Easy Version\)](#) · [Tutorial](#)

Quality: 4,329 global accepts · Rating: 2000 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dfs and similar, games, graphs, greedy, trees
[huangallen's solution](#)

315.

2057D

[Gifts Order](#) · [Tutorial](#)

Quality: 5,413 global accepts · Rating: 2000 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: data structures, greedy, implementation, math, matrices
[huangallen's solution](#)

316.

961D

[Pair Of Lines](#) · [Tutorial](#)

Quality: 4,874 global accepts · Rating: 2000 · first AC: 2024-06-12 · last AC: 2024-12-29 · C++17 (GCC 7-32) (first AC) · Tags: geometry
[huangallen's solution](#)

317.

2048E

[Kevin and Bipartite Graph](#) · [Tutorial](#)

Quality: 3,501 global accepts · Rating: 2000 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, graphs, greedy
[huangallen's solution](#)

318.

2020E

[Expected Power](#) · [Tutorial](#)

Quality: 3,986 global accepts · Rating: 2000 · first AC: 2024-09-29 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, math, probabilities
[huangallen's solution](#)

319.

1646D

[Weight the Tree](#) · [Tutorial](#)

Quality: 4,443 global accepts · Rating: 2000 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dfs and similar, dp, implementation, trees

[huangallen's solution](#)

320.

1992G

[Ultra-Meow](#) · [Tutorial](#)

Quality: 4,156 global accepts · Rating: 2000 · first AC: 2024-07-11 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dp, math

[huangallen's solution](#)

321.

1956D

[Nene and the Mex Operator](#) · [Tutorial](#)

Quality: 4,788 global accepts · Rating: 2000 · first AC: 2024-05-23 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, constructive algorithms, divide and conquer, dp, greedy, implementation, math

[huangallen's solution](#)

322.

1923E

[Count Paths](#) · [Tutorial](#)

Quality: 5,143 global accepts · Rating: 2000 · first AC: 2024-02-23 · last AC: 2024-02-24 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, dsu, graphs, trees

[huangallen's solution](#)

323.

1931G

[One-Dimensional Puzzle](#) · [Tutorial](#)

Quality: 3,646 global accepts · Rating: 2000 · first AC: 2024-02-13 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, math, number theory

[huangallen's solution](#)

324.

877E

[Danil and a Part-time Job](#) · [Tutorial](#)

Quality: 5,498 global accepts · Rating: 2000 · first AC: 2024-02-11 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, data structures, trees

[huangallen's solution](#)

325.

1019B

[The hat](#) · [Tutorial](#)

Quality: 2,114 global accepts · Rating: 2000 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: binary search, interactive

[huangallen's solution](#)

326.

1905D

[Cyclic MEX](#) · [Tutorial](#)

Quality: 4,622 global accepts · Rating: 2000 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers

[huangallen's solution](#)

327.

1890E1

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

Rating: 2000 · first AC: 2023-10-28 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, dp

[huangallen's solution](#)

328.

432D

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

Quality: 11,991 global accepts · Rating: 2000 · first AC: 2022-09-24 · C++17 (GCC 7-32) (first AC) · Tags: dp, string suffix structures, strings, two pointers

[huangallen's solution](#)

329.

2207E1

[N-MEX \(Constructive Version\)](#) · [Tutorial](#)

Quality: 1,666 global accepts · Rating: 2100 · first AC: 2026-03-08 · last AC: 2026-03-09 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy

[huangallen's solution](#)

330.

2183D2

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

Quality: 2,498 global accepts · Rating: 2100 · first AC: 2026-01-07 · last AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, data structures, dfs and similar, greedy, implementation, trees

[huangallen's solution](#)

331.

2183E

[LCM is Legendary Counting Master](#) · [Tutorial](#)

Quality: 2,853 global accepts · Rating: 2100 · first AC: 2026-01-08 · C++20 (GCC 13-64) (first AC) · Tags: dp, math, number theory

[huangallen's solution](#)

332.

2169D2

[Removal of a Sequence \(Hard Version\)](#) · [Tutorial](#)

Quality: 2,273 global accepts · Rating: 2100 · first AC: 2025-11-14 · C++20 (GCC 13-64) (first AC) · Tags: binary search, divide and conquer, greedy, implementation, math, number theory

[huangallen's solution](#)

333.

2159B

[Rectangles](#) · [Tutorial](#)

Quality: 2,320 global accepts · Rating: 2100 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, dp, dsu, greedy, implementation, two pointers

[huangallen's solution](#)

334.

2135D1

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

Quality: 2,439 global accepts · Rating: 2100 · first AC: 2025-08-28 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, interactive, math

[huangallen's solution](#)

335.

2127E

[Ancient Tree](#) · [Tutorial](#)

Quality: 2,741 global accepts · Rating: 2100 · first AC: 2025-08-11 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, greedy, trees

[huangallen's solution](#)

336.

2124E

[Make it Zero](#) · [Tutorial](#)

Quality: 3,828 global accepts · Rating: 2100 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy, math

[huangallen's solution](#)

337.

1856D

[More Wrong](#) · [Tutorial](#)

Quality: 3,789 global accepts · Rating: 2100 · first AC: 2024-12-20 · C++20 (GCC 13-64) (first AC) · Tags: divide and conquer, interactive

[huangallen's solution](#)

338.

960F

[Pathwalks](#) · [Tutorial](#)

Quality: 3,383 global accepts · Rating: 2100 · first AC: 2024-09-14 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, graphs

[huangallen's solution](#)

339.

576C

[Points on Plane](#) · [Tutorial](#)

Quality: 4,179 global accepts · Rating: 2100 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, divide and conquer, geometry, greedy, sortings

[huangallen's solution](#)

340.

2004E

[Not a Nim Problem](#) · [Tutorial](#)

Quality: 5,071 global accepts · Rating: 2100 · first AC: 2024-08-16 · C++17 (GCC 7-32) (first AC) · Tags: brute force, games, math, number theory

[huangallen's solution](#)

341.

609E

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

Quality: 10,273 global accepts · Rating: 2100 · first AC: 2024-03-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs, trees

[huangallen's solution](#)

342.

920E

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

Quality: 7,749 global accepts · Rating: 2100 · first AC: 2024-02-21 · last AC: 2024-02-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dsu, graphs

[huangallen's solution](#)

343.

1006F

[Xor-Paths](#) · [Tutorial](#)

Quality: 6,888 global accepts · Rating: 2100 · first AC: 2024-02-09 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, dp, meet-in-the-middle

[huangallen's solution](#)

344.

1913D

[Array Collapse](#) · [Tutorial](#)

Quality: 4,146 global accepts · Rating: 2100 · first AC: 2023-12-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, trees

[huangallen's solution](#)

345.

1153E

[Serval and Snake](#) · [Tutorial](#)

Quality: 1,756 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, interactive

[huangallen's solution](#)

346.

1179C

[Serge and Dining Room](#) · [Tutorial](#)

Quality: 2,459 global accepts · Rating: 2200 · first AC: 2026-03-20 · C++20 (GCC 13-64) (first AC) · Tags: binary search, data structures, graph matchings, greedy, implementation, math, trees

[huangallen's solution](#)

347.

2207D

[Boxed Like a Fish](#) · [Tutorial](#)

Quality: 2,111 global accepts · Rating: 2200 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, games, shortest paths, trees

[huangallen's solution](#)

348.

1970E3

[Trails \(Hard\)](#) · [Tutorial](#)

Quality: 1,177 global accepts · Rating: 2200 · first AC: 2026-01-22 · C++20 (GCC 13-64) (first AC) · Tags: dp, matrices

[huangallen's solution](#)

349.

2178F

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

Quality: 1,824 global accepts · Rating: 2200 · first AC: 2025-12-27 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, trees
[huangallen's solution](#)

350.

2140E1

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

Quality: 2,108 global accepts · Rating: 2200 · first AC: 2025-11-10 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp
[huangallen's solution](#)

351.

2062D

[Balanced Tree](#) · [Tutorial](#)

Quality: 3,544 global accepts · Rating: 2200 · first AC: 2025-01-26 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, graphs, greedy, trees
[huangallen's solution](#)

352.

2013E

[Prefix GCD](#) · [Tutorial](#)

Quality: 4,218 global accepts · Rating: 2200 · first AC: 2024-09-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, greedy, math, number theory
[huangallen's solution](#)

353.

86D

[Powerful array](#) · [Tutorial](#)

Quality: 16,877 global accepts · Rating: 2200 · first AC: 2024-08-23 · last AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: data structures, implementation, math, two pointers
[huangallen's solution](#)

354.

1993D

[Med-imize](#) · [Tutorial](#)

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2024-08-04 · C++17 (GCC 7-32) (first AC) · Tags: binary search, dp, greedy
[huangallen's solution](#)

355.

1991F

[Triangle Formation](#) · [Tutorial](#)

Quality: 2,778 global accepts · Rating: 2200 · first AC: 2024-07-31 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, math, sortings
[huangallen's solution](#)

356.

1997E

[Level Up](#) · [Tutorial](#)

Quality: 3,790 global accepts · Rating: 2200 · first AC: 2024-07-30 · last AC: 2024-07-30 · C++17 (GCC 7-32) (first AC) · Tags: binary search, brute force, data structures, divide and conquer, implementation
[huangallen's solution](#)

357.

11D

[A Simple Task](#) · [Tutorial](#)

Quality: 6,390 global accepts · Rating: 2200 · first AC: 2024-07-25 · last AC: 2024-07-25 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dp, graphs
[huangallen's solution](#)

358.

486E

[LIS of Sequence](#) · [Tutorial](#)

Quality: 2,627 global accepts · Rating: 2200 · first AC: 2024-06-30 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy, hashing,

math

[huangallen's solution](#)

359.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, data structures, greedy, math, sortings

[huangallen's solution](#)

360.

1110E

[Magic Stones](#) · [Tutorial](#)

Quality: 4,720 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, math, sortings

[huangallen's solution](#)

361.

286B

[Shifting](#) · [Tutorial](#)

Quality: 1,172 global accepts · Rating: 2200 · first AC: 2024-01-01 · C++17 (GCC 7-32) (first AC) · Tags: implementation

[huangallen's solution](#)

362.

2180E

[No Effect XOR](#) · [Tutorial](#)

Quality: 1,737 global accepts · Rating: 2300 · first AC: 2025-12-19 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, divide and conquer, dp, greedy, math

[huangallen's solution](#)

363.

2129C3

[Interactive RBS \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,663 global accepts · Rating: 2300 · first AC: 2025-07-31 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, dp, interactive

[huangallen's solution](#)

364.

2124F1

[Appending Permutations \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,572 global accepts · Rating: 2300 · first AC: 2025-07-06 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, dp

[huangallen's solution](#)

365.

2077C

[Binary Subsequence Value Sum](#) · [Tutorial](#)

Quality: 2,379 global accepts · Rating: 2300 · first AC: 2025-03-12 · last AC: 2025-03-12 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, data structures, dp, fft, math, matrices

[huangallen's solution](#)

366.

2066C

[Bitwise Slides](#) · [Tutorial](#)

Quality: 2,523 global accepts · Rating: 2300 · first AC: 2025-02-12 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, combinatorics, dp, math

[huangallen's solution](#)

367.

2057E1

[Another Exercise on Graphs \(Easy Version\)](#) · [Tutorial](#)

Quality: 2,637 global accepts · Rating: 2300 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, dsu, graphs, shortest paths, sortings

[huangallen's solution](#)

368.

888G

[Xor-MST](#) · [Tutorial](#)

Quality: 5,862 global accepts · Rating: 2300 · first AC: 2024-11-20 · C++20 (GCC 13-64) (first AC) · Tags: bitmasks, constructive algorithms,

data structures

[huangallen's solution](#)

369.

852I

[Dating](#) · [Tutorial](#)

Quality: 737 global accepts · Rating: 2300 · first AC: 2024-08-23 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, trees

[huangallen's solution](#)

370.

177F2

[Script Generation](#) · [Tutorial](#)

Quality: 242 global accepts · Rating: 2300 · first AC: 2024-06-19 · last AC: 2024-06-19 · C++17 (GCC 7-32) (first AC) · Tags: —

[huangallen's solution](#)

371.

1933G

[Turtle Magic: Royal Turtle Shell Pattern](#) · [Tutorial](#)

Quality: 1,184 global accepts · Rating: 2300 · first AC: 2024-02-27 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, brute force, combinatorics, constructive algorithms, dfs and similar, math

[huangallen's solution](#)

372.

786B

[Legacy](#) · [Tutorial](#)

Quality: 8,022 global accepts · Rating: 2300 · first AC: 2024-02-18 · last AC: 2024-02-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, graphs, shortest paths

[huangallen's solution](#)

373.

1917D

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

Quality: 2,071 global accepts · Rating: 2300 · first AC: 2023-12-24 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, data structures, dp, implementation, math, number theory

[huangallen's solution](#)

374.

2207E2

[N-MEX \(Counting Version\)](#) · [Tutorial](#)

Quality: 862 global accepts · Rating: 2400 · first AC: 2026-03-08 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, constructive algorithms, math

[huangallen's solution](#)

375.

2195H

[Codeforces Heuristic Contest 001](#) · [Tutorial](#)

Quality: 467 global accepts · Rating: 2400 · first AC: 2026-02-15 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, geometry, implementation

[huangallen's solution](#)

376.

2174C1

[Beautiful Patterns \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,166 global accepts · Rating: 2400 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[huangallen's solution](#)

377.

2157F

[Git Gud](#) · [Tutorial](#)

Quality: 1,292 global accepts · Rating: 2400 · first AC: 2025-11-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, divide and conquer, math, ternary search

[huangallen's solution](#)

378.

2122D

[Traffic Lights](#) · [Tutorial](#)

Quality: 2,473 global accepts · Rating: 2400 · first AC: 2025-07-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, graphs, greedy, shortest paths

[huangallen's solution](#)

379.

2084E

[Blossom](#) · [Tutorial](#)

Quality: 1,792 global accepts · Rating: 2400 · first AC: 2025-04-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, combinatorics, dp, implementation, math, two pointers

[huangallen's solution](#)

380.

342E

[Xenia and Tree](#) · [Tutorial](#)

Quality: 10,837 global accepts · Rating: 2400 · first AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, trees

[huangallen's solution](#)

381.

449D

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

Quality: 6,139 global accepts · Rating: 2400 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, combinatorics, dp

[huangallen's solution](#)

382.

1619H

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

Quality: 1,434 global accepts · Rating: 2400 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, data structures, divide and conquer, two pointers

[huangallen's solution](#)

383.

1973D

[Cat, Fox and Maximum Array Split](#) · [Tutorial](#)

Quality: 2,256 global accepts · Rating: 2400 · first AC: 2024-05-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, interactive, math

[huangallen's solution](#)

384.

484D

[Kindergarten](#) · [Tutorial](#)

Quality: 3,038 global accepts · Rating: 2400 · first AC: 2024-05-16 · last AC: 2024-05-16 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dp, greedy

[huangallen's solution](#)

385.

1107E

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

Quality: 2,786 global accepts · Rating: 2400 · first AC: 2024-05-11 · C++17 (GCC 7-32) (first AC) · Tags: dp

[huangallen's solution](#)

386.

1473E

[Minimum Path](#) · [Tutorial](#)

Quality: 4,740 global accepts · Rating: 2400 · first AC: 2024-04-21 · C++17 (GCC 7-32) (first AC) · Tags: graphs, shortest paths

[huangallen's solution](#)

387.

209C

[Trails and Glades](#) · [Tutorial](#)

Quality: 875 global accepts · Rating: 2400 · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, dsu, graphs, greedy

[huangallen's solution](#)

388.

1905E

[One-X](#) · [Tutorial](#)

Quality: 1,268 global accepts · Rating: 2400 · first AC: 2023-12-16 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dp, math, trees

[huangallen's solution](#)

389.

2174C2

[Beautiful Patterns \(Hard Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-12-07 · C++20 (GCC 13-64) (first AC) · Tags: combinatorics, math, probabilities

[huangallen's solution](#)

390.

2159D1

[Inverse Minimum Partition \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,024 global accepts · Rating: 2500 · first AC: 2025-10-12 · C++20 (GCC 13-64) (first AC) · Tags: binary search, brute force, dp, geometry, greedy, math, two pointers

[huangallen's solution](#)

391.

2057E2

[Another Exercise on Graphs \(hard version\)](#) · [Tutorial](#)

Quality: 1,928 global accepts · Rating: 2500 · first AC: 2025-01-04 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dfs and similar, dp, dsu, graphs, shortest paths, sortings

[huangallen's solution](#)

392.

2048F

[Kevin and Math Class](#) · [Tutorial](#)

Quality: 1,318 global accepts · Rating: 2500 · first AC: 2024-12-19 · C++20 (GCC 13-64) (first AC) · Tags: brute force, data structures, divide and conquer, dp, implementation, math, trees

[huangallen's solution](#)

393.

813F

[Bipartite Checking](#) · [Tutorial](#)

Quality: 1,711 global accepts · Rating: 2500 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs

[huangallen's solution](#)

394.

1758E

[Tick, Tock](#) · [Tutorial](#)

Quality: 1,012 global accepts · Rating: 2500 · first AC: 2024-06-02 · C++17 (GCC 7-32) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs

[huangallen's solution](#)

395.

1956E1

[Nene vs. Monsters \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,671 global accepts · Rating: 2500 · first AC: 2024-05-23 · C++20 (GCC 13-64) (first AC) · Tags: brute force, implementation, math

[huangallen's solution](#)

396.

1859E

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

Quality: 2,116 global accepts · Rating: 2500 · first AC: 2024-05-18 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, math

[huangallen's solution](#)

397.

508D

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

Quality: 4,231 global accepts · Rating: 2500 · first AC: 2024-04-23 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs

[huangallen's solution](#)

398.

2129D

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

Quality: 947 global accepts · Rating: 2600 · first AC: 2025-08-01 · last AC: 2025-08-01 · C++20 (GCC 13-64) (first AC) · Tags: brute force,

combinatorics, dp, implementation, math

[huangallen's solution](#)

399.

2042F

[Two Subarrays](#) · [Tutorial](#)

Quality: 908 global accepts · Rating: 2600 · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: data structures, dp, implementation, matrices

[huangallen's solution](#)

400.

1661F

[Teleporters](#) · [Tutorial](#)

Quality: 829 global accepts · Rating: 2600 · first AC: 2024-05-26 · C++17 (GCC 7-32) (first AC) · Tags: binary search, greedy

[huangallen's solution](#)

401.

3D

[Least Cost Bracket Sequence](#) · [Tutorial](#)

Quality: 3,948 global accepts · Rating: 2600 · first AC: 2024-02-28 · C++17 (GCC 7-32) (first AC) · Tags: greedy

[huangallen's solution](#)

402.

1301F

[Super Jaber](#) · [Tutorial](#)

Quality: 1,414 global accepts · Rating: 2600 · first AC: 2024-02-14 · C++17 (GCC 7-32) (first AC) · Tags: dfs and similar, graphs, implementation, shortest paths

[huangallen's solution](#)

403.

1906B

[Button Pressing](#) · [Tutorial](#)

Quality: 828 global accepts · Rating: 2600 · first AC: 2024-01-07 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, hashing

[huangallen's solution](#)

404.

13E

[Holes](#) · [Tutorial](#)

Quality: 7,951 global accepts · Rating: 2700 · first AC: 2024-08-18 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu

[huangallen's solution](#)

405.

1795G

[Removal Sequences](#) · [Tutorial](#)

Quality: 817 global accepts · Rating: 2700 · first AC: 2024-04-17 · last AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, dfs and similar, graphs

[huangallen's solution](#)

406.

1442D

[Sum](#) · [Tutorial](#)

Quality: 2,918 global accepts · Rating: 2800 · first AC: 2024-10-17 · C++17 (GCC 7-32) (first AC) · Tags: data structures, divide and conquer, dp, greedy

[huangallen's solution](#)

407.

1830D

[Mex Tree](#) · [Tutorial](#)

Quality: 933 global accepts · Rating: 2800 · first AC: 2024-08-21 · last AC: 2024-08-21 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dp, trees

[huangallen's solution](#)

408.

1976F

[Remove Bridges](#) · [Tutorial](#)

Quality: 833 global accepts · Rating: 2800 · first AC: 2024-08-20 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dfs and similar, dp, greedy, sortings, trees
[huangallen's solution](#)

409.

526F

[Pudding Monsters](#) · [Tutorial](#)

Quality: 3,410 global accepts · Rating: 3000 · first AC: 2024-12-21 · C++20 (GCC 13-64) (first AC) · Tags: data structures, divide and conquer
[huangallen's solution](#)

410.

2223C

[Zhily and Signpost](#) · [Tutorial](#)

Quality: 385 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, brute force, chinese remainder theorem, dfs and similar, math, number theory, trees
[huangallen's solution](#)

411.

2223B

[Zhily and Barknights](#) · [Tutorial](#)

Quality: 1,596 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: binary search, dp, math, sortings, two pointers
[huangallen's solution](#)

412.

2223A

[Zhily and Bracket Swapping](#) · [Tutorial](#)

Quality: 3,138 global accepts · Rating: — · first AC: 2026-05-06 · C++20 (GCC 13-64) (first AC) · Tags: constructive algorithms, greedy
[huangallen's solution](#)

413.

2219C

[Coloring a Red Black Tree](#) · [Tutorial](#)

Quality: 1,215 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: dfs and similar, dp, greedy, math, probabilities, trees
[huangallen's solution](#)

414.

2219B2

[Unique Values \(Hard version\)](#) · [Tutorial](#)

Quality: 3,213 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, bitmasks, constructive algorithms, interactive
[huangallen's solution](#)

415.

2219B1

[Unique Values \(Easy version\)](#) · [Tutorial](#)

Quality: 3,607 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: binary search, constructive algorithms, divide and conquer, interactive, math
[huangallen's solution](#)

416.

2219A

[Grid L](#) · [Tutorial](#)

Quality: 8,997 global accepts · Rating: — · first AC: 2026-04-13 · C++20 (GCC 13-64) (first AC) · Tags: brute force, constructive algorithms, math, number theory
[huangallen's solution](#)

417.

2214J

[Special Problem](#) · [Tutorial](#)

Quality: 3,543 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, brute force, games, interactive
[huangallen's solution](#)

418.

2214D

[Neural Feud](#) · [Tutorial](#)

Quality: 4,270 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[huangallen's solution](#)

419.

2214B

[Are You Smiling?](#) · [Tutorial](#)

Quality: 6,565 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, strings
[huangallen's solution](#)

420.

2214A

[Odd One Out](#) · [Tutorial](#)

Quality: 10,133 global accepts · Rating: — · first AC: 2026-04-01 · C++20 (GCC 13-64) (first AC) · Tags: *special, graph matchings, implementation
[huangallen's solution](#)

421.

104619B

[Better Chance](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

422.

104619E

[Exponentiation](#) · [Tutorial](#)

Rating: — · first AC: 2025-04-22 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

423.

105537K

[Keyboard Chaos](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

424.

105537I

[If I Could Turn Back Time](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

425.

105537J

[Just Half is Enough](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

426.

105537F

[False Alarm](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

427.

105537A

[Another Brick in the Wall](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-05 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

428.

102891E

[Entanglement](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

429.

102891D

[Towers](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-03 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

430.

104830G

[Lunch Time \(lunch\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

431.

104097F

[LCA • Jb2 \(LCA\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

432.

104097I

[IP-ET TO \(SO\)](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

433.

104097B

[fôR Trivial v. Lvi \(Quãdrivial\)](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

434.

104097A

[e1XJs \(Tower\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-02 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

435.

105570C

[Get Out Away \(getoutaway\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · last AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

436.

105570H

[The Taiko Problem \(taiko\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

437.

105570A

[Challenges in Bolivia \(challenges\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

438.

105570E

[Horse Racing In The Wilderness \(horse\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

439.

105570B

[Growing Cucumbers \(cucumber\)](#) · [Tutorial](#)

Rating: — · first AC: 2024-12-01 · C++20 (GCC 13-64) (first AC) · Tags: —
[huangallen's solution](#)

440.

100551A

[Connect and Disconnect](#) · [Tutorial](#)

Rating: — · first AC: 2024-10-02 · C++17 (GCC 7-32) (first AC) · Tags: —

[huangallen's solution](#)

441.

105292D

[Differencing](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

442.

105292C

[Crystal Mining](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

443.

105292H

[HW0.514](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

444.

105292L

[Ltf's Board Game](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

445.

105292A

[Akari](#) · [Tutorial](#)

Rating: — · first AC: 2024-08-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

446.

103446J

[Two Binary Strings Problem](#) · [Tutorial](#)

Rating: — · first AC: 2024-04-17 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

447.

1952D

[Are You a Procrastinator?](#) · [Tutorial](#)

Quality: 5,359 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, implementation
[huangallen's solution](#)

448.

1952B

[Is it stated?](#) · [Tutorial](#)

Quality: 12,333 global accepts · Rating: — · first AC: 2024-04-03 · C++17 (GCC 7-32) (first AC) · Tags: *special, strings
[huangallen's solution](#)

449.

101234G

[Dreamoon and NightMarket](#) · [Tutorial](#)

Rating: — · first AC: 2024-03-29 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

450.

100570D

[TROY Query](#) · [Tutorial](#)

Rating: — · first AC: 2024-01-21 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

451.

104830F

[Level Design \(level\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —

[huangallen's solution](#)

452.

104830E

[Nibbler Frieren \(frieren\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

453.

104830C

[Extra Sign-up Application \(course\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-12-04 · C++17 (GCC 7-32) (first AC) · Tags: —
[huangallen's solution](#)

454.

104172A

[TreeScript](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

455.

104172E

[Goose, Goose, DUCK?](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

456.

104172K

[Maximum GCD](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

457.

104172H

[Another Goose Goose Duck Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-11-14 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

458.

104743D2

[Prefix XOR Problem\(Hard Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

459.

104743D1

[Prefix XOR Problem\(Easy Version\)](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · last AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

460.

104743C

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

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

461.

104743B

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

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

462.

104743A

[Make All Elements 0](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —

[huangallen's solution](#)

463.

104743E

[Range Modulo Queries](#) · [Tutorial](#)

Rating: — · first AC: 2023-10-31 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

464.

104544H

[Obada's Problem](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

465.

104544M

[Be Aware of Your Profile Picture](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

466.

104544G

[Now I Know You Are Blind Man, But You Gotta See This](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

467.

104544D

[For A Few Dollars More](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

468.

104544B

[The Good Judge](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

469.

104544L

[The Washing Machine Monster](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-17 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

470.

104531K

[Xor-permutation](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangallen's solution](#)

471.

104531E

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

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

472.

104531J

[intervals](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangallen's solution](#)

473.

104531M

[Water](#) · [Tutorial](#)

Rating: — · first AC: 2023-09-10 · C++20 (GCC 11-64) (first AC) · Tags: —

