

[CF Elite Tracker](https://cfelitetracker.vercel.app)

<https://cfelitetracker.vercel.app>

Unique solved — huangzirui

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

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

Filters: none

Count: 446

1.

1987A

[Upload More RAM](#) · [Tutorial](#)

Quality: 28,992 global accepts · Rating: 800 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math
[huangzirui's solution](#)

2.

1787A

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

Quality: 20,383 global accepts · Rating: 800 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[huangzirui's solution](#)

3.

1782A

[Parallel Projection](#) · [Tutorial](#)

Rating: 800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: geometry, greedy, math
[huangzirui's solution](#)

4.

1779A

[Hall of Fame](#) · [Tutorial](#)

Quality: 24,060 global accepts · Rating: 800 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, greedy, strings
[huangzirui's solution](#)

5.

1774A

[Add Plus Minus Sign](#) · [Tutorial](#)

Quality: 23,530 global accepts · Rating: 800 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math
[huangzirui's solution](#)

6.

1764A

[Doremy's Paint](#) · [Tutorial](#)

Quality: 17,453 global accepts · Rating: 800 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[huangzirui's solution](#)

7.

908A

[New Year and Counting Cards](#) · [Tutorial](#)

Quality: 15,841 global accepts · Rating: 800 · first AC: 2022-10-14 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[huangzirui's solution](#)

8.

1704A

[Two 0-1 Sequences](#) · [Tutorial](#)

Quality: 16,651 global accepts · Rating: 800 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy
[huangzirui's solution](#)

9.

1696A

[NIT orz!](#) · [Tutorial](#)

Quality: 20,260 global accepts · Rating: 800 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, greedy
[huangzirui's solution](#)

10.

1684B

[Z mod X = C](#) · [Tutorial](#)

Quality: 21,845 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[huangzirui's solution](#)

11.

1684A

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

Quality: 24,936 global accepts · Rating: 800 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, games, math, strings

[huangzirui's solution](#)

12.

1654B

[Prefix Removals](#) · [Tutorial](#)

Quality: 16,778 global accepts · Rating: 800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: strings

[huangzirui's solution](#)

13.

1654A

[Maximum Cake Tastiness](#) · [Tutorial](#)

Quality: 19,390 global accepts · Rating: 800 · first AC: 2022-03-20 · C++17 (GCC 7-32) (first AC) · Tags: brute force, greedy, implementation, sortings

[huangzirui's solution](#)

14.

932A

[Palindromic Supersequence](#) · [Tutorial](#)

Quality: 10,892 global accepts · Rating: 800 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms

[huangzirui's solution](#)

15.

1550A

[Find The Array](#) · [Tutorial](#)

Quality: 29,461 global accepts · Rating: 800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[huangzirui's solution](#)

16.

1539B

[Love Song](#) · [Tutorial](#)

Quality: 26,748 global accepts · Rating: 800 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: dp, implementation, strings

[huangzirui's solution](#)

17.

1493A

[Anti-knapsack](#) · [Tutorial](#)

Quality: 19,773 global accepts · Rating: 800 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[huangzirui's solution](#)

18.

1492A

[Three swimmers](#) · [Tutorial](#)

Quality: 23,381 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[huangzirui's solution](#)

19.

1582A

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

Quality: 19,751 global accepts · Rating: 800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: math

[huangzirui's solution](#)

20.

1536A

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

Quality: 20,771 global accepts · Rating: 800 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms

[huangzirui's solution](#)

21.

1445A

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

Quality: 20,361 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[huangzirui's solution](#)

22.

818A

[Diplomas and Certificates](#) · [Tutorial](#)

Quality: 7,788 global accepts · Rating: 800 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: implementation, math
[huangzirui's solution](#)

23.

1614A

[Divan and a Store](#) · [Tutorial](#)

Quality: 24,592 global accepts · Rating: 800 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy
[huangzirui's solution](#)

24.

1499A

[Domino on Windowsill](#) · [Tutorial](#)

Quality: 21,968 global accepts · Rating: 800 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, math
[huangzirui's solution](#)

25.

946A

[Partition](#) · [Tutorial](#)

Quality: 18,159 global accepts · Rating: 800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[huangzirui's solution](#)

26.

1574A

[Regular Bracket Sequences](#) · [Tutorial](#)

Quality: 23,066 global accepts · Rating: 800 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms
[huangzirui's solution](#)

27.

1389A

[LCM Problem](#) · [Tutorial](#)

Quality: 49,876 global accepts · Rating: 800 · first AC: 2020-07-29 · last AC: 2021-09-18 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, number theory
[huangzirui's solution](#)

28.

1566B

[MIN-MEX Cut](#) · [Tutorial](#)

Quality: 21,212 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy
[huangzirui's solution](#)

29.

1566A

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

Quality: 25,373 global accepts · Rating: 800 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, math
[huangzirui's solution](#)

30.

1556A

[A Variety of Operations](#) · [Tutorial](#)

Quality: 18,543 global accepts · Rating: 800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: math
[huangzirui's solution](#)

31.

1552A

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

Quality: 25,341 global accepts · Rating: 800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: sortings, strings
[huangzirui's solution](#)

32.

1530B

[Putting Plates](#) · [Tutorial](#)

Quality: 16,287 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[huangzirui's solution](#)

33.

1530A

[Binary Decimal](#) · [Tutorial](#)

Quality: 21,925 global accepts · Rating: 800 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: greedy, math
[huangzirui's solution](#)

34.

1307A

[Cow and Haybales](#) · [Tutorial](#)

Quality: 15,627 global accepts · Rating: 800 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: greedy, implementation
[huangzirui's solution](#)

35.

1422A

[Fence](#) · [Tutorial](#)

Quality: 21,866 global accepts · Rating: 800 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: geometry, math
[huangzirui's solution](#)

36.

1516A

[Tit for Tat](#) · [Tutorial](#)

Quality: 24,655 global accepts · Rating: 800 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: greedy
[huangzirui's solution](#)

37.

1515A

[Phoenix and Gold](#) · [Tutorial](#)

Quality: 21,121 global accepts · Rating: 800 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math
[huangzirui's solution](#)

38.

1513A

[Array and Peaks](#) · [Tutorial](#)

Quality: 20,017 global accepts · Rating: 800 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[huangzirui's solution](#)

39.

1466B

[Last minute enhancements](#) · [Tutorial](#)

Quality: 23,595 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy
[huangzirui's solution](#)

40.

1466A

[Bovine Dilemma](#) · [Tutorial](#)

Quality: 23,208 global accepts · Rating: 800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: brute force, geometry, math
[huangzirui's solution](#)

41.

1428A

[Box is Pull](#) · [Tutorial](#)

Quality: 17,006 global accepts · Rating: 800 · first AC: 2020-12-01 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: math
[huangzirui's solution](#)

42.

1408A

[Circle Coloring](#) · [Tutorial](#)

Quality: 12,786 global accepts · Rating: 800 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: constructive algorithms
[huangzirui's solution](#)

43.

1393A

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

Quality: 20,832 global accepts · Rating: 800 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: greedy, math
[huangzirui's solution](#)

44.

1388A

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

Quality: 25,954 global accepts · Rating: 800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: brute force, greedy, math, number theory
[huangzirui's solution](#)

45.

1369A

[FashionableLee](#) · [Tutorial](#)

Quality: 39,125 global accepts · Rating: 800 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: geometry, math
[huangzirui's solution](#)

46.

1367B

[Even Array](#) · [Tutorial](#)

Quality: 63,942 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: greedy, math
[huangzirui's solution](#)

47.

1367A

[Short Substrings](#) · [Tutorial](#)

Quality: 67,705 global accepts · Rating: 800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: implementation, strings
[huangzirui's solution](#)

48.

1305A

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

Quality: 14,644 global accepts · Rating: 800 · first AC: 2020-03-03 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, sortings
[huangzirui's solution](#)

49.

1234A

[Equalize Prices Again](#) · [Tutorial](#)

Quality: 29,554 global accepts · Rating: 800 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: math
[huangzirui's solution](#)

50.

1216A

[Prefixes](#) · [Tutorial](#)

Quality: 19,550 global accepts · Rating: 800 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: strings
[huangzirui's solution](#)

51.

1200A

[Hotelier](#) · [Tutorial](#)

Quality: 21,811 global accepts · Rating: 800 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: brute force, data structures, implementation
[huangzirui's solution](#)

52.

1194A

[Remove a Progression](#) · [Tutorial](#)

Quality: 17,374 global accepts · Rating: 800 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: math
[huangzirui's solution](#)

53.

1131A

[Sea Battle](#) · [Tutorial](#)

Quality: 12,807 global accepts · Rating: 800 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: math

[huangzirui's solution](#)

54.

1106A

[Lunar New Year and Cross Counting](#) · [Tutorial](#)

Quality: 12,864 global accepts · Rating: 800 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: implementation

[huangzirui's solution](#)

55.

1091A

[New Year and the Christmas Ornament](#) · [Tutorial](#)

Quality: 18,565 global accepts · Rating: 800 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, implementation, math

[huangzirui's solution](#)

56.

1779B

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

Quality: 25,066 global accepts · Rating: 900 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, math

[huangzirui's solution](#)

57.

1764B

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

Quality: 17,931 global accepts · Rating: 900 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[huangzirui's solution](#)

58.

1726A

[Mainak and Array](#) · [Tutorial](#)

Quality: 36,547 global accepts · Rating: 900 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: greedy, math

[huangzirui's solution](#)

59.

1696B

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

Quality: 36,322 global accepts · Rating: 900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy

[huangzirui's solution](#)

60.

1339A

[Filling Diamonds](#) · [Tutorial](#)

Quality: 34,209 global accepts · Rating: 900 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, implementation, math

[huangzirui's solution](#)

61.

1582B

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

Quality: 33,362 global accepts · Rating: 900 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[huangzirui's solution](#)

62.

1467A

[Wizard of Orz](#) · [Tutorial](#)

Quality: 25,318 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math

[huangzirui's solution](#)

63.

1486A

[Shifting Stacks](#) · [Tutorial](#)

Quality: 27,063 global accepts · Rating: 900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[huangzirui's solution](#)

64.

1445B

[Elimination](#) · [Tutorial](#)

Quality: 15,925 global accepts · Rating: 900 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: greedy, math
[huangzirui's solution](#)

65.

1406A

[Subset Mex](#) · [Tutorial](#)

Quality: 22,983 global accepts · Rating: 900 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, math
[huangzirui's solution](#)

66.

1420A

[Cubes Sorting](#) · [Tutorial](#)

Quality: 25,204 global accepts · Rating: 900 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: math, sortings
[huangzirui's solution](#)

67.

1373B

[01 Game](#) · [Tutorial](#)

Quality: 52,675 global accepts · Rating: 900 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: games
[huangzirui's solution](#)

68.

1313A

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

Quality: 16,232 global accepts · Rating: 900 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation
[huangzirui's solution](#)

69.

1247A

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

Rating: 900 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: math
[huangzirui's solution](#)

70.

1248B

[Grow The Tree](#) · [Tutorial](#)

Quality: 18,021 global accepts · Rating: 900 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: greedy, math, sortings
[huangzirui's solution](#)

71.

1216B

[Shooting](#) · [Tutorial](#)

Quality: 19,679 global accepts · Rating: 900 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: greedy, implementation, sortings
[huangzirui's solution](#)

72.

1106C

[Lunar New Year and Number Division](#) · [Tutorial](#)

Quality: 15,909 global accepts · Rating: 900 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: greedy, implementation, math, sortings
[huangzirui's solution](#)

73.

1987B

[K-Sort](#) · [Tutorial](#)

Quality: 23,913 global accepts · Rating: 1000 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[huangzirui's solution](#)

74.

1785A

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

Rating: 1000 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: greedy, sortings
[huangzirui's solution](#)

75.

1782B

[Going to the Cinema](#) · [Tutorial](#)

Rating: 1000 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy, sortings

[huangzirui's solution](#)

76.

1770B

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

Quality: 20,850 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms

[huangzirui's solution](#)

77.

1770A

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

Quality: 25,244 global accepts · Rating: 1000 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, greedy

[huangzirui's solution](#)

78.

1704B

[Luke is a Foodie](#) · [Tutorial](#)

Quality: 29,915 global accepts · Rating: 1000 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, greedy, implementation

[huangzirui's solution](#)

79.

1550B

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

Quality: 28,553 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math

[huangzirui's solution](#)

80.

1539A

[Contest Start](#) · [Tutorial](#)

Quality: 21,528 global accepts · Rating: 1000 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, geometry, greedy, math

[huangzirui's solution](#)

81.

1614B

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

Quality: 29,028 global accepts · Rating: 1000 · first AC: 2021-12-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings

[huangzirui's solution](#)

82.

1499B

[Binary Removals](#) · [Tutorial](#)

Quality: 22,009 global accepts · Rating: 1000 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation

[huangzirui's solution](#)

83.

1566C

[MAX-MEX Cut](#) · [Tutorial](#)

Quality: 19,034 global accepts · Rating: 1000 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, greedy

[huangzirui's solution](#)

84.

1266B

[Dice Tower](#) · [Tutorial](#)

Quality: 16,582 global accepts · Rating: 1000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math

[huangzirui's solution](#)

85.

1266A

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

Quality: 17,512 global accepts · Rating: 1000 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, math
[huangzirui's solution](#)

86.

1515B

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

Quality: 27,064 global accepts · Rating: 1000 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: brute force, geometry, math, number theory
[huangzirui's solution](#)

87.

1388B

[Captain Flint and a Long Voyage](#) · [Tutorial](#)

Quality: 22,820 global accepts · Rating: 1000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: greedy, math
[huangzirui's solution](#)

88.

1373A

[Donut Shops](#) · [Tutorial](#)

Quality: 29,479 global accepts · Rating: 1000 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[huangzirui's solution](#)

89.

1247B1

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

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

90.

1251A

[Broken Keyboard](#) · [Tutorial](#)

Quality: 21,555 global accepts · Rating: 1000 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: brute force, strings, two pointers
[huangzirui's solution](#)

91.

1248A

[Integer Points](#) · [Tutorial](#)

Quality: 15,105 global accepts · Rating: 1000 · first AC: 2019-10-20 · GNU C++11 (first AC) · Tags: geometry, math
[huangzirui's solution](#)

92.

1234B1

[Social Network \(easy version\)](#) · [Tutorial](#)

Quality: 19,767 global accepts · Rating: 1000 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: implementation
[huangzirui's solution](#)

93.

1787B

[Number Factorization](#) · [Tutorial](#)

Quality: 14,891 global accepts · Rating: 1100 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: greedy, math, number theory
[huangzirui's solution](#)

94.

1726B

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

Quality: 16,849 global accepts · Rating: 1100 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: bitmasks, constructive algorithms, math
[huangzirui's solution](#)

95.

1685A

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

Quality: 18,593 global accepts · Rating: 1100 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings
[huangzirui's solution](#)

96.

1492B

[Card Deck](#) · [Tutorial](#)

Quality: 20,404 global accepts · Rating: 1100 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, math
[huangzirui's solution](#)

97.

946B

[Weird Subtraction Process](#) · [Tutorial](#)

Quality: 11,474 global accepts · Rating: 1100 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[huangzirui's solution](#)

98.

1574B

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

Quality: 18,221 global accepts · Rating: 1100 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, greedy, math
[huangzirui's solution](#)

99.

1566D1

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

Quality: 14,713 global accepts · Rating: 1100 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings
[huangzirui's solution](#)

100.

1428C

[ABBB](#) · [Tutorial](#)

Quality: 22,644 global accepts · Rating: 1100 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: brute force, data structures, greedy, strings
[huangzirui's solution](#)

101.

1987C

[Basil's Garden](#) · [Tutorial](#)

Quality: 20,764 global accepts · Rating: 1200 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy
[huangzirui's solution](#)

102.

1704C

[Virus](#) · [Tutorial](#)

Quality: 24,791 global accepts · Rating: 1200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings
[huangzirui's solution](#)

103.

1339B

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

Quality: 28,343 global accepts · Rating: 1200 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, sortings
[huangzirui's solution](#)

104.

1539C

[Stable Groups](#) · [Tutorial](#)

Quality: 31,461 global accepts · Rating: 1200 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: greedy, sortings
[huangzirui's solution](#)

105.

1582C

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

Quality: 23,652 global accepts · Rating: 1200 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, strings, two pointers
[huangzirui's solution](#)

106.

1536B

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

Quality: 25,027 global accepts · Rating: 1200 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, strings

[huangzirui's solution](#)

107.

1406B

[Maximum Product](#) · [Tutorial](#)

Quality: 24,461 global accepts · Rating: 1200 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, dp, greedy, implementation, sortings

[huangzirui's solution](#)

108.

1530C

[Pursuit](#) · [Tutorial](#)

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

[huangzirui's solution](#)

109.

1428B

[Belted Rooms](#) · [Tutorial](#)

Quality: 15,184 global accepts · Rating: 1200 · first AC: 2020-12-01 · last AC: 2020-12-01 · GNU C++11 (first AC) · Tags: graphs, implementation

[huangzirui's solution](#)

110.

1420B

[Rock and Lever](#) · [Tutorial](#)

Quality: 35,811 global accepts · Rating: 1200 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: bitmasks, math

[huangzirui's solution](#)

111.

1369B

[AccurateLee](#) · [Tutorial](#)

Quality: 25,571 global accepts · Rating: 1200 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, implementation, strings

[huangzirui's solution](#)

112.

1200B

[Block Adventure](#) · [Tutorial](#)

Quality: 14,661 global accepts · Rating: 1200 · first AC: 2019-08-11 · GNU C++11 (first AC) · Tags: dp, greedy

[huangzirui's solution](#)

113.

1131C

[Birthday](#) · [Tutorial](#)

Quality: 15,659 global accepts · Rating: 1200 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: binary search, greedy, sortings

[huangzirui's solution](#)

114.

1091B

[New Year and the Treasure Geolocation](#) · [Tutorial](#)

Quality: 11,012 global accepts · Rating: 1200 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: brute force, constructive algorithms, greedy, implementation

[huangzirui's solution](#)

115.

1774C

[Ice and Fire](#) · [Tutorial](#)

Quality: 13,275 global accepts · Rating: 1300 · first AC: 2022-12-17 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, dp, greedy

[huangzirui's solution](#)

116.

1726C

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

Quality: 13,398 global accepts · Rating: 1300 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: data structures, dsu, graphs, greedy

[huangzirui's solution](#)

117.

1693A

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

Quality: 17,437 global accepts · Rating: 1300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: greedy
[huangzirui's solution](#)

118.

932B

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

Quality: 9,261 global accepts · Rating: 1300 · first AC: 2021-12-22 · last AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dfs and similar
[huangzirui's solution](#)

119.

1493B

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

Quality: 12,568 global accepts · Rating: 1300 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation
[huangzirui's solution](#)

120.

946C

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

Quality: 9,380 global accepts · Rating: 1300 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, strings
[huangzirui's solution](#)

121.

1574C

[Slay the Dragon](#) · [Tutorial](#)

Quality: 18,569 global accepts · Rating: 1300 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, sortings, ternary search
[huangzirui's solution](#)

122.

1556B

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

Quality: 13,276 global accepts · Rating: 1300 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: implementation
[huangzirui's solution](#)

123.

1322A

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

Quality: 12,887 global accepts · Rating: 1300 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy
[huangzirui's solution](#)

124.

1307B

[Cow and Friend](#) · [Tutorial](#)

Quality: 13,856 global accepts · Rating: 1300 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: geometry, greedy, math
[huangzirui's solution](#)

125.

1422B

[Nice Matrix](#) · [Tutorial](#)

Quality: 15,071 global accepts · Rating: 1300 · first AC: 2021-05-16 · GNU C++11 (first AC) · Tags: greedy, implementation, math
[huangzirui's solution](#)

126.

1466C

[Canine poetry](#) · [Tutorial](#)

Quality: 18,728 global accepts · Rating: 1300 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: dp, greedy, strings
[huangzirui's solution](#)

127.

1420C1

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

Quality: 18,976 global accepts · Rating: 1300 · first AC: 2020-09-24 · GNU C++11 (first AC) · Tags: constructive algorithms, dp, greedy

[huangzirui's solution](#)

128.

1373C

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

Quality: 19,373 global accepts · Rating: 1300 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: math

[huangzirui's solution](#)

129.

1367C

[Social Distance](#) · [Tutorial](#)

Quality: 25,105 global accepts · Rating: 1300 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[huangzirui's solution](#)

130.

1234B2

[Social Network \(hard version\)](#) · [Tutorial](#)

Quality: 18,443 global accepts · Rating: 1300 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures, implementation

[huangzirui's solution](#)

131.

1194C

[From S To T](#) · [Tutorial](#)

Quality: 14,598 global accepts · Rating: 1300 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation, strings

[huangzirui's solution](#)

132.

1194B

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

Quality: 10,713 global accepts · Rating: 1300 · first AC: 2019-07-15 · GNU C++11 (first AC) · Tags: implementation

[huangzirui's solution](#)

133.

1764C

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

Quality: 10,445 global accepts · Rating: 1400 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy

[huangzirui's solution](#)

134.

1696C

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

Quality: 12,585 global accepts · Rating: 1400 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huangzirui's solution](#)

135.

1684C

[Column Swapping](#) · [Tutorial](#)

Quality: 13,270 global accepts · Rating: 1400 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings

[huangzirui's solution](#)

136.

1654C

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

Quality: 14,527 global accepts · Rating: 1400 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings

[huangzirui's solution](#)

137.

1266C

[Diverse Matrix](#) · [Tutorial](#)

Quality: 10,068 global accepts · Rating: 1400 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math, number theory

[huangzirui's solution](#)

138.

1540A

[Great Graphs](#) · [Tutorial](#)

Quality: 14,987 global accepts · Rating: 1400 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, shortest paths, sortings

[huangzirui's solution](#)

139.

1515C

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

Quality: 18,751 global accepts · Rating: 1400 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy

[huangzirui's solution](#)

140.

1513B

[AND Sequences](#) · [Tutorial](#)

Quality: 20,105 global accepts · Rating: 1400 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: bitmasks, combinatorics, constructive algorithms, math

[huangzirui's solution](#)

141.

1408B

[Arrays Sum](#) · [Tutorial](#)

Quality: 10,455 global accepts · Rating: 1400 · first AC: 2020-10-02 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math

[huangzirui's solution](#)

142.

1393B

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

Quality: 17,365 global accepts · Rating: 1400 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, implementation

[huangzirui's solution](#)

143.

1369C

[RationalLee](#) · [Tutorial](#)

Quality: 20,872 global accepts · Rating: 1400 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: greedy, math, sortings, two pointers

[huangzirui's solution](#)

144.

1251B

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

Quality: 11,619 global accepts · Rating: 1400 · first AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, strings

[huangzirui's solution](#)

145.

1131B

[Draw!](#) · [Tutorial](#)

Quality: 10,390 global accepts · Rating: 1400 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: greedy, implementation

[huangzirui's solution](#)

146.

1091C

[New Year and the Sphere Transmission](#) · [Tutorial](#)

Quality: 10,558 global accepts · Rating: 1400 · first AC: 2018-12-30 · GNU C++11 (first AC) · Tags: math, number theory

[huangzirui's solution](#)

147.

1817A

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

Quality: 12,756 global accepts · Rating: 1500 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: binary search, data structures, greedy

[huangzirui's solution](#)

148.

1710A

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

Quality: 11,910 global accepts · Rating: 1500 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, math
[huangzirui's solution](#)

149.

1339C

[Powered Addition](#) · [Tutorial](#)

Rating: 1500 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force, greedy
[huangzirui's solution](#)

150.

1486B

[Eastern Exhibition](#) · [Tutorial](#)

Quality: 20,483 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, geometry, shortest paths, sortings
[huangzirui's solution](#)

151.

1536C

[Diluc and Kaeya](#) · [Tutorial](#)

Quality: 16,120 global accepts · Rating: 1500 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, hashing, number theory
[huangzirui's solution](#)

152.

1445C

[Division](#) · [Tutorial](#)

Rating: 1500 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory
[huangzirui's solution](#)

153.

1499C

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

Quality: 13,420 global accepts · Rating: 1500 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, greedy, math
[huangzirui's solution](#)

154.

1552B

[Running for Gold](#) · [Tutorial](#)

Quality: 16,931 global accepts · Rating: 1500 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, graphs, greedy, sortings
[huangzirui's solution](#)

155.

1307C

[Cow and Message](#) · [Tutorial](#)

Quality: 12,592 global accepts · Rating: 1500 · first AC: 2021-06-22 · GNU C++11 (first AC) · Tags: brute force, dp, math, strings
[huangzirui's solution](#)

156.

1515D

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

Quality: 12,821 global accepts · Rating: 1500 · first AC: 2021-05-02 · GNU C++11 (first AC) · Tags: greedy, sortings, two pointers
[huangzirui's solution](#)

157.

1466D

[13th Labour of Heracles](#) · [Tutorial](#)

Quality: 14,631 global accepts · Rating: 1500 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: data structures, greedy, sortings, trees
[huangzirui's solution](#)

158.

1439A1

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

Quality: 9,808 global accepts · Rating: 1500 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, implementation
[huangzirui's solution](#)

159.

1408C

[Discrete Acceleration](#) · [Tutorial](#)

Quality: 9,274 global accepts · Rating: 1500 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, dp, implementation, math, two pointers

[huangzirui's solution](#)

160.

1416A

[k-Amazing Numbers](#) · [Tutorial](#)

Quality: 16,720 global accepts · Rating: 1500 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: binary search, data structures, implementation, two pointers

[huangzirui's solution](#)

161.

1389C

[Good String](#) · [Tutorial](#)

Quality: 20,565 global accepts · Rating: 1500 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy, two pointers

[huangzirui's solution](#)

162.

1313C1

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

Quality: 11,058 global accepts · Rating: 1500 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: brute force, data structures, dp, greedy

[huangzirui's solution](#)

163.

1106B

[Lunar New Year and Food Ordering](#) · [Tutorial](#)

Quality: 6,997 global accepts · Rating: 1500 · first AC: 2019-01-31 · GNU C++11 (first AC) · Tags: data structures, implementation

[huangzirui's solution](#)

164.

1787C

[Remove the Bracket](#) · [Tutorial](#)

Quality: 8,273 global accepts · Rating: 1600 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: dp, greedy, math

[huangzirui's solution](#)

165.

1782C

[Equal Frequencies](#) · [Tutorial](#)

Rating: 1600 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, sortings, strings

[huangzirui's solution](#)

166.

1779C

[Least Prefix Sum](#) · [Tutorial](#)

Quality: 14,389 global accepts · Rating: 1600 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy

[huangzirui's solution](#)

167.

1774D

[Same Count One](#) · [Tutorial](#)

Quality: 9,224 global accepts · Rating: 1600 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, greedy, implementation, two pointers

[huangzirui's solution](#)

168.

1677A

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

Quality: 9,355 global accepts · Rating: 1600 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp

[huangzirui's solution](#)

169.

932C

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

Quality: 4,239 global accepts · Rating: 1600 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms
[huangzirui's solution](#)

170.

1539D

[PriceFixed](#) · [Tutorial](#)

Quality: 12,723 global accepts · Rating: 1600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, greedy, implementation, sortings, two pointers
[huangzirui's solution](#)

171.

1582D

[Vupsen, Pupsen and 0](#) · [Tutorial](#)

Quality: 11,590 global accepts · Rating: 1600 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, math
[huangzirui's solution](#)

172.

1486C1

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

Quality: 14,244 global accepts · Rating: 1600 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive
[huangzirui's solution](#)

173.

818B

[Permutation Game](#) · [Tutorial](#)

Quality: 3,225 global accepts · Rating: 1600 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: implementation
[huangzirui's solution](#)

174.

1566D2

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

Quality: 8,334 global accepts · Rating: 1600 · first AC: 2021-09-12 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation, sortings, two pointers
[huangzirui's solution](#)

175.

1530D

[Secret Santa](#) · [Tutorial](#)

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

176.

1513C

[Add One](#) · [Tutorial](#)

Quality: 16,503 global accepts · Rating: 1600 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: dp, matrices
[huangzirui's solution](#)

177.

1483A

[Basic Diplomacy](#) · [Tutorial](#)

Rating: 1600 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation
[huangzirui's solution](#)

178.

1389B

[Array Walk](#) · [Tutorial](#)

Quality: 20,349 global accepts · Rating: 1600 · first AC: 2020-07-29 · last AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, dp, greedy
[huangzirui's solution](#)

179.

1373D

[Maximum Sum on Even Positions](#) · [Tutorial](#)

Quality: 17,667 global accepts · Rating: 1600 · first AC: 2020-06-25 · GNU C++11 (first AC) · Tags: divide and conquer, dp, greedy, implementation

[huangzirui's solution](#)

180.

1247C

[p-binary](#) · [Tutorial](#)

Rating: 1600 · first AC: 2019-10-26 · GNU C++11 (first AC) · Tags: —

[huangzirui's solution](#)

181.

1251C

[Minimize The Integer](#) · [Tutorial](#)

Quality: 14,336 global accepts · Rating: 1600 · first AC: 2019-10-24 · last AC: 2019-10-24 · GNU C++11 (first AC) · Tags: greedy, two pointers

[huangzirui's solution](#)

182.

1234D

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

Quality: 18,588 global accepts · Rating: 1600 · first AC: 2019-10-01 · GNU C++11 (first AC) · Tags: data structures

[huangzirui's solution](#)

183.

1779D

[Boris and His Amazing Haircut](#) · [Tutorial](#)

Quality: 9,053 global accepts · Rating: 1700 · first AC: 2023-01-03 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, data structures, dp, dsu, greedy, sortings

[huangzirui's solution](#)

184.

1770C

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

Quality: 9,664 global accepts · Rating: 1700 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: brute force, chinese remainder theorem, math, number theory

[huangzirui's solution](#)

185.

1693B

[Fake Plastic Trees](#) · [Tutorial](#)

Quality: 9,582 global accepts · Rating: 1700 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[huangzirui's solution](#)

186.

1684D

[Traps](#) · [Tutorial](#)

Quality: 10,753 global accepts · Rating: 1700 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, sortings

[huangzirui's solution](#)

187.

1677B

[Tokitsukaze and Meeting](#) · [Tutorial](#)

Quality: 4,550 global accepts · Rating: 1700 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: data structures, implementation, math

[huangzirui's solution](#)

188.

1550C

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

Quality: 10,847 global accepts · Rating: 1700 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: brute force, geometry, greedy, implementation

[huangzirui's solution](#)

189.

1467B

[Hills And Valleys](#) · [Tutorial](#)

Quality: 11,543 global accepts · Rating: 1700 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[huangzirui's solution](#)

190.

818D

[Multicolored Cars](#) · [Tutorial](#)

Quality: 3,785 global accepts · Rating: 1700 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, implementation

[huangzirui's solution](#)

191.

1406C

[Link Cut Centroids](#) · [Tutorial](#)

Quality: 11,779 global accepts · Rating: 1700 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, trees

[huangzirui's solution](#)

192.

1580A

[Portal](#) · [Tutorial](#)

Quality: 3,924 global accepts · Rating: 1700 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dp, greedy, implementation

[huangzirui's solution](#)

193.

1579F

[Array Stabilization \(AND version\)](#) · [Tutorial](#)

Quality: 5,363 global accepts · Rating: 1700 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: brute force, graphs, math, number theory, shortest paths

[huangzirui's solution](#)

194.

1516C

[Baby Ehab Partitions Again](#) · [Tutorial](#)

Quality: 14,111 global accepts · Rating: 1700 · first AC: 2021-05-14 · GNU C++11 (first AC) · Tags: bitmasks, constructive algorithms, dp, math

[huangzirui's solution](#)

195.

1393C

[Pinkie Pie Eats Patty-cakes](#) · [Tutorial](#)

Quality: 11,045 global accepts · Rating: 1700 · first AC: 2020-08-07 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, math, sortings

[huangzirui's solution](#)

196.

1313B

[Different Rules](#) · [Tutorial](#)

Quality: 7,009 global accepts · Rating: 1700 · first AC: 2020-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, math

[huangzirui's solution](#)

197.

1216C

[White Sheet](#) · [Tutorial](#)

Quality: 10,362 global accepts · Rating: 1700 · first AC: 2019-09-21 · GNU C++11 (first AC) · Tags: geometry, math

[huangzirui's solution](#)

198.

1131F

[Asya And Kittens](#) · [Tutorial](#)

Quality: 7,750 global accepts · Rating: 1700 · first AC: 2019-02-23 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu

[huangzirui's solution](#)

199.

1091D

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

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

[huangzirui's solution](#)

200.

1987D

[World is Mine](#) · [Tutorial](#)

Quality: 8,700 global accepts · Rating: 1800 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, games

[huangzirui's solution](#)

201.

1782D

[Many Perfect Squares](#) · [Tutorial](#)

Rating: 1800 · first AC: 2023-01-15 · C++17 (GCC 9-64) (first AC) · Tags: brute force, dp, math, number theory

[huangzirui's solution](#)

202.

1339D

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

Rating: 1800 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, trees

[huangzirui's solution](#)

203.

1582F1

[Korney Korneevich and XOR \(easy version\)](#) · [Tutorial](#)

Quality: 6,581 global accepts · Rating: 1800 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, greedy

[huangzirui's solution](#)

204.

946D

[Timetable](#) · [Tutorial](#)

Quality: 4,880 global accepts · Rating: 1800 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: dp

[huangzirui's solution](#)

205.

1556D

[Take a Guess](#) · [Tutorial](#)

Quality: 8,590 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, interactive, math

[huangzirui's solution](#)

206.

1556C

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

Quality: 6,216 global accepts · Rating: 1800 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[huangzirui's solution](#)

207.

1552C

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

Quality: 6,286 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: combinatorics, constructive algorithms, geometry, greedy, sortings

[huangzirui's solution](#)

208.

1552D

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

Quality: 7,888 global accepts · Rating: 1800 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: bitmasks, brute force, constructive algorithms, dfs and similar, dp, graphs, math

[huangzirui's solution](#)

209.

1083A

[The Fair Nut and the Best Path](#) · [Tutorial](#)

Quality: 6,271 global accepts · Rating: 1800 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, trees

[huangzirui's solution](#)

210.

1466E

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

Quality: 8,363 global accepts · Rating: 1800 · first AC: 2020-12-30 · GNU C++11 (first AC) · Tags: bitmasks, brute force, math

[huangzirui's solution](#)

211.

1420D

[Rescue Nibel!](#) · [Tutorial](#)

Quality: 8,327 global accepts · Rating: 1800 · first AC: 2020-09-24 · last AC: 2020-09-26 · GNU C++11 (first AC) · Tags: combinatorics, data structures, sortings

[huangzirui's solution](#)

212.

1388C

[Uncle Bogdan and Country Happiness](#) · [Tutorial](#)

Quality: 10,413 global accepts · Rating: 1800 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: dfs and similar, greedy, math, trees

[huangzirui's solution](#)

213.

1367D

[Task On The Board](#) · [Tutorial](#)

Quality: 8,809 global accepts · Rating: 1800 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, implementation, sortings

[huangzirui's solution](#)

214.

2021C2

[Adjust The Presentation \(Hard Version\)](#) · [Tutorial](#)

Quality: 4,511 global accepts · Rating: 1900 · first AC: 2024-10-30 · C++17 (GCC 7-32) (first AC) · Tags: constructive algorithms, data structures, greedy, implementation, sortings

[huangzirui's solution](#)

215.

1817B

[Fish Graph](#) · [Tutorial](#)

Quality: 5,101 global accepts · Rating: 1900 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, graphs

[huangzirui's solution](#)

216.

1785B

[Letter Exchange](#) · [Tutorial](#)

Rating: 1900 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[huangzirui's solution](#)

217.

1787D

[Game on Axis](#) · [Tutorial](#)

Quality: 3,814 global accepts · Rating: 1900 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dsu, graphs, implementation

[huangzirui's solution](#)

218.

1774E

[Two Chess Pieces](#) · [Tutorial](#)

Quality: 3,958 global accepts · Rating: 1900 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, dp, greedy, trees

[huangzirui's solution](#)

219.

1704D

[Magical Array](#) · [Tutorial](#)

Quality: 5,380 global accepts · Rating: 1900 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, hashing, implementation, math

[huangzirui's solution](#)

220.

1696D

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

Quality: 6,014 global accepts · Rating: 1900 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, divide and conquer, greedy, shortest paths

[huangzirui's solution](#)

221.

1677C

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

Quality: 4,083 global accepts · Rating: 1900 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, dfs and similar, graphs, greedy

[huangzirui's solution](#)

222.

1467C

[Three Bags](#) · [Tutorial](#)

Quality: 6,787 global accepts · Rating: 1900 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy

[huangzirui's solution](#)

223.

1486C2

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

Quality: 9,972 global accepts · Rating: 1900 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[huangzirui's solution](#)

224.

1445D

[Divide and Sum](#) · [Tutorial](#)

Rating: 1900 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math, sortings

[huangzirui's solution](#)

225.

818E

[Card Game Again](#) · [Tutorial](#)

Quality: 2,680 global accepts · Rating: 1900 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, number theory, two pointers

[huangzirui's solution](#)

226.

1439A2

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

Quality: 5,399 global accepts · Rating: 1900 · first AC: 2020-11-17 · GNU C++11 (first AC) · Tags: constructive algorithms, graphs, greedy, implementation

[huangzirui's solution](#)

227.

817D

[Imbalanced Array](#) · [Tutorial](#)

Quality: 6,288 global accepts · Rating: 1900 · first AC: 2020-10-29 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dsu, sortings

[huangzirui's solution](#)

228.

1369D

[TediousLee](#) · [Tutorial](#)

Quality: 9,228 global accepts · Rating: 1900 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: dp, graphs, greedy, math, trees

[huangzirui's solution](#)

229.

1367E

[Necklace Assembly](#) · [Tutorial](#)

Quality: 5,844 global accepts · Rating: 1900 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: brute force, dfs and similar, dp, graphs, greedy, number theory

[huangzirui's solution](#)

230.

1313C2

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

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

[huangzirui's solution](#)

231.

1987E

[Wonderful Tree!](#) · [Tutorial](#)

Quality: 4,068 global accepts · Rating: 2000 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, dfs and similar, dsu, greedy, trees

[huangzirui's solution](#)

232.

1770D

[Koxia and Game](#) · [Tutorial](#)

Quality: 4,394 global accepts · Rating: 2000 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, dfs and similar, dsu, flows, games, graph matchings, graphs, implementation

[huangzirui's solution](#)

233.

1764D

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

Quality: 3,144 global accepts · Rating: 2000 · first AC: 2022-11-26 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[huangzirui's solution](#)

234.

1726D

[Edge Split](#) · [Tutorial](#)

Quality: 4,162 global accepts · Rating: 2000 · first AC: 2022-09-06 · C++17 (GCC 7-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, probabilities, trees

[huangzirui's solution](#)

235.

1696E

[Placing Jinas](#) · [Tutorial](#)

Quality: 4,908 global accepts · Rating: 2000 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math

[huangzirui's solution](#)

236.

1685B

[Linguistics](#) · [Tutorial](#)

Quality: 3,677 global accepts · Rating: 2000 · first AC: 2022-05-25 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation, sortings, strings

[huangzirui's solution](#)

237.

1493C

[K-beautiful Strings](#) · [Tutorial](#)

Quality: 4,947 global accepts · Rating: 2000 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, greedy, strings

[huangzirui's solution](#)

238.

1582E

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

Quality: 4,217 global accepts · Rating: 2000 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp, greedy, math

[huangzirui's solution](#)

239.

1536D

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

Quality: 5,058 global accepts · Rating: 2000 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[huangzirui's solution](#)

240.

818C

[Sofa Thief](#) · [Tutorial](#)

Quality: 1,371 global accepts · Rating: 2000 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, implementation

[huangzirui's solution](#)

241.

1599C

[Bubble Strike](#) · [Tutorial](#)

Quality: 1,973 global accepts · Rating: 2000 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, math, probabilities, ternary search

[huangzirui's solution](#)

242.

1574D

[The Strongest Build](#) · [Tutorial](#)

Quality: 4,851 global accepts · Rating: 2000 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, dfs and similar, graphs, greedy, hashing, implementation

[huangzirui's solution](#)

243.

767C

[Garland](#) · [Tutorial](#)

Quality: 4,636 global accepts · Rating: 2000 · first AC: 2021-09-12 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, graphs, greedy, trees

[huangzirui's solution](#)

244.

1083B

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

Quality: 2,169 global accepts · Rating: 2000 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: greedy, strings

[huangzirui's solution](#)

245.

1513D

[GCD and MST](#) · [Tutorial](#)

Quality: 6,477 global accepts · Rating: 2000 · first AC: 2021-04-11 · GNU C++11 (first AC) · Tags: constructive algorithms, dsu, graphs, greedy, number theory, sortings

[huangzirui's solution](#)

246.

696C

[PLEASE](#) · [Tutorial](#)

Quality: 2,217 global accepts · Rating: 2000 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: combinatorics, dp, implementation, math, matrices

[huangzirui's solution](#)

247.

1408D

[Searchlights](#) · [Tutorial](#)

Quality: 4,674 global accepts · Rating: 2000 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, dp, implementation, sortings, two pointers

[huangzirui's solution](#)

248.

1416C

[XOR Inverse](#) · [Tutorial](#)

Quality: 5,056 global accepts · Rating: 2000 · first AC: 2020-09-27 · GNU C++11 (first AC) · Tags: bitmasks, data structures, divide and conquer, dp, greedy, math, sortings, strings, trees

[huangzirui's solution](#)

249.

1388D

[Captain Flint and Treasure](#) · [Tutorial](#)

Quality: 6,910 global accepts · Rating: 2000 · first AC: 2020-07-30 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, graphs, greedy, implementation, trees

[huangzirui's solution](#)

250.

1131D

[Gourmet choice](#) · [Tutorial](#)

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

251.

1787E

[The Harmonization of XOR](#) · [Tutorial](#)

Quality: 2,718 global accepts · Rating: 2100 · first AC: 2023-01-29 · C++17 (GCC 9-64) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math

[huangzirui's solution](#)

252.

1710B

[Rain](#) · [Tutorial](#)

Quality: 2,793 global accepts · Rating: 2100 · first AC: 2022-07-24 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, geometry, greedy, implementation, math

[huangzirui's solution](#)

253.

1684E

[MEX vs DIFF](#) · [Tutorial](#)

Quality: 3,629 global accepts · Rating: 2100 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, constructive algorithms, data structures, greedy, two pointers

[huangzirui's solution](#)

254.

1654D

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

Quality: 3,062 global accepts · Rating: 2100 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, math, number theory, trees

[huangzirui's solution](#)

255.

1493D

[GCD of an Array](#) · [Tutorial](#)

Quality: 5,743 global accepts · Rating: 2100 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, hashing, implementation, math, number theory, sortings, two pointers

[huangzirui's solution](#)

256.

1486D

[Max Median](#) · [Tutorial](#)

Quality: 9,728 global accepts · Rating: 2100 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dp

[huangzirui's solution](#)

257.

1185F

[Two Pizzas](#) · [Tutorial](#)

Quality: 2,237 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, brute force

[huangzirui's solution](#)

258.

818F

[Level Generation](#) · [Tutorial](#)

Quality: 1,929 global accepts · Rating: 2100 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: binary search, math, ternary search

[huangzirui's solution](#)

259.

1499D

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

Quality: 7,041 global accepts · Rating: 2100 · first AC: 2021-11-16 · C++14 (GCC 6-32) (first AC) · Tags: dp, math, number theory

[huangzirui's solution](#)

260.

1599H

[Hidden Fortress](#) · [Tutorial](#)

Quality: 1,276 global accepts · Rating: 2100 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: interactive, math

[huangzirui's solution](#)

261.

1266E

[Spaceship Solitaire](#) · [Tutorial](#)

Quality: 2,348 global accepts · Rating: 2100 · first AC: 2021-08-24 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, implementation

[huangzirui's solution](#)

262.

1530E

[Minimax](#) · [Tutorial](#)

Quality: 3,255 global accepts · Rating: 2100 · first AC: 2021-07-17 · GNU C++11 (first AC) · Tags: constructive algorithms, greedy, strings

[huangzirui's solution](#)

263.

1322B

[Present](#) · [Tutorial](#)

Quality: 4,638 global accepts · Rating: 2100 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: binary search, bitmasks, constructive algorithms, data structures, math, sortings

[huangzirui's solution](#)

264.

1483C

[Skyline Photo](#) · [Tutorial](#)

Rating: 2100 · first AC: 2021-03-21 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, greedy

[huangzirui's solution](#)

265.

665E

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

Quality: 4,425 global accepts · Rating: 2100 · first AC: 2020-11-05 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, strings, trees

[huangzirui's solution](#)

266.

1420C2

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

Quality: 5,190 global accepts · Rating: 2100 · first AC: 2020-09-24 · last AC: 2020-09-26 · GNU C++11 (first AC) · Tags: data structures, divide and conquer, dp, greedy, implementation

[huangzirui's solution](#)

267.

1389D

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

Quality: 4,554 global accepts · Rating: 2100 · first AC: 2020-07-29 · GNU C++11 (first AC) · Tags: brute force, greedy, implementation, math

[huangzirui's solution](#)

268.

1367F1

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

Quality: 3,626 global accepts · Rating: 2100 · first AC: 2020-06-16 · GNU C++11 (first AC) · Tags: dp, greedy, two pointers

[huangzirui's solution](#)

269.

1785C

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

Rating: 2200 · first AC: 2023-02-05 · C++17 (GCC 9-64) (first AC) · Tags: data structures, greedy, implementation

[huangzirui's solution](#)

270.

1704E

[Count Seconds](#) · [Tutorial](#)

Quality: 2,679 global accepts · Rating: 2200 · first AC: 2022-07-31 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dp, graphs, implementation, math

[huangzirui's solution](#)

271.

1339E

[Perfect Triples](#) · [Tutorial](#)

Rating: 2200 · first AC: 2022-01-01 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, implementation, math
[huangzirui's solution](#)

272.

932D

[Tree](#) · [Tutorial](#)

Quality: 1,976 global accepts · Rating: 2200 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: binary search, dp, trees
[huangzirui's solution](#)

273.

1467D

[Sum of Paths](#) · [Tutorial](#)

Quality: 3,995 global accepts · Rating: 2200 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[huangzirui's solution](#)

274.

1486E

[Paired Payment](#) · [Tutorial](#)

Quality: 3,359 global accepts · Rating: 2200 · first AC: 2021-12-18 · C++20 (GCC 11-64) (first AC) · Tags: binary search, brute force, constructive algorithms, dp, flows, graphs, shortest paths

[huangzirui's solution](#)

275.

1406D

[Three Sequences](#) · [Tutorial](#)

Quality: 3,812 global accepts · Rating: 2200 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, data structures, greedy, math

[huangzirui's solution](#)

276.

946E

[Largest Beautiful Number](#) · [Tutorial](#)

Quality: 1,244 global accepts · Rating: 2200 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: greedy, implementation

[huangzirui's solution](#)

277.

1580C

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

Quality: 2,238 global accepts · Rating: 2200 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[huangzirui's solution](#)

278.

1579G

[Minimal Coverage](#) · [Tutorial](#)

Quality: 2,748 global accepts · Rating: 2200 · first AC: 2021-09-28 · C++14 (GCC 6-32) (first AC) · Tags: dp

[huangzirui's solution](#)

279.

1556E

[Equilibrium](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2200 · first AC: 2021-08-29 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp, greedy

[huangzirui's solution](#)

280.

1552F

[Telepanting](#) · [Tutorial](#)

Quality: 3,334 global accepts · Rating: 2200 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: binary search, data structures, dp, sortings

[huangzirui's solution](#)

281.

1428E

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

Quality: 4,208 global accepts · Rating: 2200 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, data structures, greedy, math, sortings

[huangzirui's solution](#)

282.

617E

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

Quality: 10,613 global accepts · Rating: 2200 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: data structures

[huangzirui's solution](#)

283.

785E

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

Quality: 2,207 global accepts · Rating: 2200 · first AC: 2020-11-02 · GNU C++11 (first AC) · Tags: brute force, data structures

[huangzirui's solution](#)

284.

7D

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

Quality: 4,478 global accepts · Rating: 2200 · first AC: 2020-09-18 · GNU C++11 (first AC) · Tags: hashing, strings

[huangzirui's solution](#)

285.

1693C

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

Quality: 3,185 global accepts · Rating: 2300 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: graphs, greedy, shortest paths

[huangzirui's solution](#)

286.

1536E

[Omkar and Forest](#) · [Tutorial](#)

Quality: 2,734 global accepts · Rating: 2300 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, graphs, math, shortest paths

[huangzirui's solution](#)

287.

1394B

[Boboniu Walks on Graph](#) · [Tutorial](#)

Quality: 2,146 global accepts · Rating: 2300 · first AC: 2021-11-17 · C++17 (GCC 7-32) (first AC) · Tags: brute force, dfs and similar, graphs, hashing

[huangzirui's solution](#)

288.

1552E

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

Quality: 2,125 global accepts · Rating: 2300 · first AC: 2021-07-26 · GNU C++11 (first AC) · Tags: constructive algorithms, data structures, greedy, sortings

[huangzirui's solution](#)

289.

1322C

[Instant Noodles](#) · [Tutorial](#)

Quality: 2,704 global accepts · Rating: 2300 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: graphs, hashing, math, number theory

[huangzirui's solution](#)

290.

1540B

[Tree Array](#) · [Tutorial](#)

Quality: 2,989 global accepts · Rating: 2300 · first AC: 2021-06-30 · GNU C++11 (first AC) · Tags: brute force, combinatorics, dp, graphs, math, probabilities, trees

[huangzirui's solution](#)

291.

1379D

[New Passenger Trams](#) · [Tutorial](#)

Quality: 1,150 global accepts · Rating: 2300 · first AC: 2020-12-01 · GNU C++11 (first AC) · Tags: binary search, brute force, data structures, sortings, two pointers

[huangzirui's solution](#)

292.

708C

[Centroids](#) · [Tutorial](#)

Quality: 4,360 global accepts · Rating: 2300 · first AC: 2020-06-14 · GNU C++11 (first AC) · Tags: data structures, dfs and similar, dp, graphs, greedy, trees

[huangzirui's solution](#)

293.

1817C

[Similar Polynomials](#) · [Tutorial](#)

Quality: 1,227 global accepts · Rating: 2400 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, math

[huangzirui's solution](#)

294.

1785D

[Wooden Spoon](#) · [Tutorial](#)

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

[huangzirui's solution](#)

295.

1779E

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

Quality: 2,034 global accepts · Rating: 2400 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, greedy, interactive, sortings

[huangzirui's solution](#)

296.

1770E

[Koxia and Tree](#) · [Tutorial](#)

Quality: 1,609 global accepts · Rating: 2400 · first AC: 2022-12-30 · C++17 (GCC 9-64) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, math, probabilities, trees

[huangzirui's solution](#)

297.

1774F1

[Magician and Pigs \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,243 global accepts · Rating: 2400 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, implementation

[huangzirui's solution](#)

298.

1726E

[Almost Perfect](#) · [Tutorial](#)

Quality: 1,716 global accepts · Rating: 2400 · first AC: 2022-09-06 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, fft, math

[huangzirui's solution](#)

299.

932E

[Team Work](#) · [Tutorial](#)

Quality: 3,432 global accepts · Rating: 2400 · first AC: 2021-12-22 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, math

[huangzirui's solution](#)

300.

1582F2

[Korney Korneevich and XOR \(hard version\)](#) · [Tutorial](#)

Quality: 2,097 global accepts · Rating: 2400 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, dp, greedy, two pointers

[huangzirui's solution](#)

301.

1221F

[Choose a Square](#) · [Tutorial](#)

Quality: 1,237 global accepts · Rating: 2400 · first AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, sortings
[huangzirui's solution](#)

302.

946F

[Fibonacci String Subsequences](#) · [Tutorial](#)

Quality: 645 global accepts · Rating: 2400 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dp, matrices
[huangzirui's solution](#)

303.

1083E

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

Quality: 5,614 global accepts · Rating: 2400 · first AC: 2021-07-15 · GNU C++11 (first AC) · Tags: data structures, dp, geometry
[huangzirui's solution](#)

304.

311B

[Cats Transport](#) · [Tutorial](#)

Quality: 4,302 global accepts · Rating: 2400 · first AC: 2020-11-25 · GNU C++11 (first AC) · Tags: data structures, dp
[huangzirui's solution](#)

305.

1408E

[Avoid Rainbow Cycles](#) · [Tutorial](#)

Quality: 2,184 global accepts · Rating: 2400 · first AC: 2020-09-30 · GNU C++11 (first AC) · Tags: data structures, dsu, graphs, greedy, sortings, trees
[huangzirui's solution](#)

306.

1987F1

[Interesting Problem \(Easy Version\)](#) · [Tutorial](#)

Quality: 1,368 global accepts · Rating: 2500 · first AC: 2024-07-08 · C++14 (GCC 6-32) (first AC) · Tags: dp
[huangzirui's solution](#)

307.

1787F

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

Quality: 800 global accepts · Rating: 2500 · first AC: 2023-01-29 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, implementation, math
[huangzirui's solution](#)

308.

1100F

[Ivan and Burgers](#) · [Tutorial](#)

Quality: 3,690 global accepts · Rating: 2500 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: data structures, divide and conquer, greedy, math
[huangzirui's solution](#)

309.

1779F

[Xorcerer's Stones](#) · [Tutorial](#)

Quality: 1,408 global accepts · Rating: 2500 · first AC: 2023-01-03 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, dp, trees
[huangzirui's solution](#)

310.

1677D

[Tokitsukaze and Permutations](#) · [Tutorial](#)

Quality: 1,459 global accepts · Rating: 2500 · first AC: 2022-05-08 · C++14 (GCC 6-32) (first AC) · Tags: dp, math
[huangzirui's solution](#)

311.

1539E

[Game with Cards](#) · [Tutorial](#)

Quality: 1,055 global accepts · Rating: 2500 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: binary search, constructive algorithms, data structures, dp, greedy, implementation

[huangzirui's solution](#)

312.

1445E

[Team-Building](#) · [Tutorial](#)

Rating: 2500 · first AC: 2021-12-17 · C++17 (GCC 9-64) (first AC) · Tags: dfs and similar, dsu, graphs

[huangzirui's solution](#)

313.

946G

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

Quality: 790 global accepts · Rating: 2500 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: data structures, dp

[huangzirui's solution](#)

314.

1574E

[Coloring](#) · [Tutorial](#)

Quality: 1,038 global accepts · Rating: 2500 · first AC: 2021-09-20 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, constructive algorithms, implementation, math

[huangzirui's solution](#)

315.

1420E

[Battle Lemmings](#) · [Tutorial](#)

Quality: 1,045 global accepts · Rating: 2500 · first AC: 2020-09-25 · last AC: 2020-09-26 · GNU C++11 (first AC) · Tags: dp, greedy

[huangzirui's solution](#)

316.

1696F

[Tree Recovery](#) · [Tutorial](#)

Quality: 1,132 global accepts · Rating: 2600 · first AC: 2022-06-25 · C++14 (GCC 6-32) (first AC) · Tags: brute force, constructive algorithms, dfs and similar, dsu, graphs, trees

[huangzirui's solution](#)

317.

1684F

[Diverse Segments](#) · [Tutorial](#)

Quality: 1,123 global accepts · Rating: 2600 · first AC: 2022-05-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, two pointers

[huangzirui's solution](#)

318.

303D

[Rotatable Number](#) · [Tutorial](#)

Quality: 352 global accepts · Rating: 2600 · first AC: 2021-12-23 · C++14 (GCC 6-32) (first AC) · Tags: math, number theory

[huangzirui's solution](#)

319.

1539F

[Strange Array](#) · [Tutorial](#)

Quality: 984 global accepts · Rating: 2600 · first AC: 2021-12-21 · C++14 (GCC 6-32) (first AC) · Tags: data structures, greedy, sortings

[huangzirui's solution](#)

320.

1493E

[Enormous XOR](#) · [Tutorial](#)

Quality: 1,086 global accepts · Rating: 2600 · first AC: 2021-12-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, constructive algorithms, greedy, math, strings, two pointers

[huangzirui's solution](#)

321.

1582G

[Kuzya and Homework](#) · [Tutorial](#)

Quality: 699 global accepts · Rating: 2600 · first AC: 2021-12-19 · C++14 (GCC 6-32) (first AC) · Tags: data structures, number theory
[huangzirui's solution](#)

322.

1486F

[Pairs of Paths](#) · [Tutorial](#)

Quality: 812 global accepts · Rating: 2600 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, data structures, dfs and similar, dp, trees
[huangzirui's solution](#)

323.

1536F

[Omkar and Akmar](#) · [Tutorial](#)

Quality: 1,102 global accepts · Rating: 2600 · first AC: 2021-12-18 · last AC: 2021-12-18 · C++14 (GCC 6-32) (first AC) · Tags: chinese remainder theorem, combinatorics, constructive algorithms, fft, games, geometry, math, meet-in-the-middle, stri...
[huangzirui's solution](#)

324.

818G

[Four Melodies](#) · [Tutorial](#)

Quality: 1,017 global accepts · Rating: 2600 · first AC: 2021-12-17 · C++14 (GCC 6-32) (first AC) · Tags: flows, graphs
[huangzirui's solution](#)

325.

1599A

[Weights](#) · [Tutorial](#)

Quality: 876 global accepts · Rating: 2600 · first AC: 2021-10-09 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, greedy, two pointers
[huangzirui's solution](#)

326.

8E

[Beads](#) · [Tutorial](#)

Quality: 758 global accepts · Rating: 2600 · first AC: 2020-09-20 · GNU C++11 (first AC) · Tags: dp, graphs
[huangzirui's solution](#)

327.

940F

[Machine Learning](#) · [Tutorial](#)

Quality: 3,376 global accepts · Rating: 2600 · first AC: 2020-06-23 · GNU C++11 (first AC) · Tags: brute force, data structures
[huangzirui's solution](#)

328.

1817D

[Toy Machine](#) · [Tutorial](#)

Quality: 1,035 global accepts · Rating: 2700 · first AC: 2023-04-29 · C++17 (GCC 9-64) (first AC) · Tags: constructive algorithms, games, implementation
[huangzirui's solution](#)

329.

1774F2

[Magician and Pigs \(Hard Version\)](#) · [Tutorial](#)

Quality: 865 global accepts · Rating: 2700 · first AC: 2022-12-17 · C++14 (GCC 6-32) (first AC) · Tags: binary search, brute force, data structures, implementation
[huangzirui's solution](#)

330.

1574F

[Occurrences](#) · [Tutorial](#)

Quality: 744 global accepts · Rating: 2700 · first AC: 2021-10-02 · C++14 (GCC 6-32) (first AC) · Tags: combinatorics, dfs and similar, dp, dsu, fft, graphs
[huangzirui's solution](#)

331.

1693D

[Decinc Dividing · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2800 · first AC: 2022-06-16 · C++14 (GCC 6-32) (first AC) · Tags: brute force, data structures, divide and conquer, dp, greedy

[huangzirui's solution](#)

332.

1684G

[Euclid Guess · Tutorial](#)

Quality: 785 global accepts · Rating: 2800 · first AC: 2022-05-23 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, flows, graph matchings, math, number theory

[huangzirui's solution](#)

333.

1654F

[Minimal String Xoration · Tutorial](#)

Quality: 1,483 global accepts · Rating: 2800 · first AC: 2022-03-20 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, data structures, divide and conquer, greedy, hashing, sortings, strings

[huangzirui's solution](#)

334.

1394D

[Boboniu and Jianghu · Tutorial](#)

Quality: 1,226 global accepts · Rating: 2800 · first AC: 2021-11-17 · C++14 (GCC 6-32) (first AC) · Tags: dp, greedy, sortings, trees

[huangzirui's solution](#)

335.

613D

[Kingdom and its Cities · Tutorial](#)

Quality: 4,035 global accepts · Rating: 2800 · first AC: 2020-06-09 · GNU C++11 (first AC) · Tags: dfs and similar, divide and conquer, dp, graphs, sortings, trees

[huangzirui's solution](#)

336.

1479D

[Odd Mineral Resource · Tutorial](#)

Quality: 1,333 global accepts · Rating: 2900 · first AC: 2022-10-07 · C++20 (GCC 11-64) (first AC) · Tags: binary search, bitmasks, brute force, data structures, probabilities, trees

[huangzirui's solution](#)

337.

1677E

[Tokitsukaze and Beautiful Subsegments · Tutorial](#)

Quality: 660 global accepts · Rating: 2900 · first AC: 2022-05-25 · C++20 (GCC 11-64) (first AC) · Tags: data structures

[huangzirui's solution](#)

338.

1553H

[XOR and Distance · Tutorial](#)

Quality: 842 global accepts · Rating: 2900 · first AC: 2022-03-17 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, divide and conquer, trees

[huangzirui's solution](#)

339.

1580D

[Subsequence · Tutorial](#)

Quality: 1,107 global accepts · Rating: 2900 · first AC: 2021-09-30 · C++14 (GCC 6-32) (first AC) · Tags: brute force, divide and conquer, dp, greedy, trees

[huangzirui's solution](#)

340.

1476F

[Lanterns · Tutorial](#)

Quality: 1,160 global accepts · Rating: 3000 · first AC: 2023-06-11 · C++20 (GCC 11-64) (first AC) · Tags: binary search, data structures, dp

[huangzirui's solution](#)

341.

1361E

[James and the Chase](#) · [Tutorial](#)

Quality: 987 global accepts · Rating: 3000 · first AC: 2023-01-10 · C++14 (GCC 6-32) (first AC) · Tags: dfs and similar, graphs, probabilities, trees

[huangzirui's solution](#)

342.

1779G

[The Game of the Century](#) · [Tutorial](#)

Quality: 387 global accepts · Rating: 3000 · first AC: 2023-01-04 · C++14 (GCC 6-32) (first AC) · Tags: constructive algorithms, graphs, shortest paths

[huangzirui's solution](#)

343.

1764G2

[Doremy's Perfect DS Class \(Medium Version\)](#) · [Tutorial](#)

Quality: 639 global accepts · Rating: 3000 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[huangzirui's solution](#)

344.

1383C

[String Transformation 2](#) · [Tutorial](#)

Quality: 663 global accepts · Rating: 3100 · first AC: 2023-07-04 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, dp, graphs, trees

[huangzirui's solution](#)

345.

1785E

[Infinite Game](#) · [Tutorial](#)

Rating: 3100 · first AC: 2023-02-05 · C++20 (GCC 11-64) (first AC) · Tags: bitmasks, brute force, dp, games

[huangzirui's solution](#)

346.

1770F

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

Quality: 945 global accepts · Rating: 3100 · first AC: 2022-12-30 · C++14 (GCC 6-32) (first AC) · Tags: bitmasks, combinatorics, dp, math, number theory

[huangzirui's solution](#)

347.

1349F1

[Slime and Sequences \(Easy Version\)](#) · [Tutorial](#)

Quality: 517 global accepts · Rating: 3100 · first AC: 2022-02-26 · C++14 (GCC 6-32) (first AC) · Tags: dp, fft, math

[huangzirui's solution](#)

348.

571D

[Campus](#) · [Tutorial](#)

Quality: 808 global accepts · Rating: 3100 · first AC: 2021-10-07 · C++14 (GCC 6-32) (first AC) · Tags: binary search, data structures, dsu, trees

[huangzirui's solution](#)

349.

438E

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

Quality: 2,130 global accepts · Rating: 3100 · first AC: 2020-09-29 · GNU C++11 (first AC) · Tags: combinatorics, divide and conquer, fft, number theory

[huangzirui's solution](#)

350.

1764G3

[Doremy's Perfect DS Class \(Hard Version\)](#) · [Tutorial](#)

Quality: 560 global accepts · Rating: 3300 · first AC: 2022-11-28 · C++14 (GCC 6-32) (first AC) · Tags: binary search, interactive

[huangzirui's solution](#)

351.

1396D

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

Quality: 343 global accepts · Rating: 3300 · first AC: 2021-04-05 · GNU C++11 (first AC) · Tags: data structures, sortings, two pointers
[huangzirui's solution](#)

352.

1817E

[Half-sum](#) · [Tutorial](#)

Quality: 321 global accepts · Rating: 3400 · first AC: 2023-05-01 · C++20 (GCC 11-64) (first AC) · Tags: brute force, divide and conquer, greedy
[huangzirui's solution](#)

353.

1785F

[Minimums or Medians](#) · [Tutorial](#)

Rating: 3400 · first AC: 2023-02-10 · C++20 (GCC 11-64) (first AC) · Tags: combinatorics, two pointers
[huangzirui's solution](#)

354.

843D

[Dynamic Shortest Path](#) · [Tutorial](#)

Quality: 1,195 global accepts · Rating: 3400 · first AC: 2023-01-11 · C++14 (GCC 6-32) (first AC) · Tags: graphs, shortest paths
[huangzirui's solution](#)

355.

1764H

[Doremy's Paint 2](#) · [Tutorial](#)

Quality: 252 global accepts · Rating: 3400 · first AC: 2022-11-30 · C++14 (GCC 6-32) (first AC) · Tags: data structures
[huangzirui's solution](#)

356.

1684H

[Hard Cut](#) · [Tutorial](#)

Quality: 288 global accepts · Rating: 3400 · first AC: 2022-05-24 · C++20 (GCC 11-64) (first AC) · Tags: constructive algorithms, dfs and similar, divide and conquer, math
[huangzirui's solution](#)

357.

1817F

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

Quality: 330 global accepts · Rating: 3500 · first AC: 2023-05-02 · C++20 (GCC 11-64) (first AC) · Tags: string suffix structures, strings
[huangzirui's solution](#)

358.

1523H

[Hopping Around the Array](#) · [Tutorial](#)

Quality: 445 global accepts · Rating: 3500 · first AC: 2022-01-17 · C++17 (GCC 9-64) (first AC) · Tags: data structures, dp
[huangzirui's solution](#)

359.

1394E

[Boboniu and Banknote Collection](#) · [Tutorial](#)

Quality: 164 global accepts · Rating: 3500 · first AC: 2021-11-17 · C++17 (GCC 9-64) (first AC) · Tags: strings
[huangzirui's solution](#)

360.

103687K

[Dynamic Reachability](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

361.

103687J

[Frog](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

362.

103687F

[Easy Fix](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

363.

103687I

[Barbecue](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

364.

103687M

[BpbBppbpBB](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

365.

103687L

[Candy Machine](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

366.

103687C

[JB Wants to Earn Big Money](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

367.

103687B

[JB Loves Comma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

368.

103687A

[JB Loves Math](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

369.

103687G

[Easy Glide](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-28 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

370.

104160L

[Tavern Chess](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

371.

104160I

[Quartz Collection](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

372.

104160F

[Half Mixed](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

373.

104160E

[Graph Completing](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

374.

104160A

[Absolute Difference](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

375.

104160C

[Clamped Sequence](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

376.

104160D

[DRX vs. T1](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-16 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

377.

104023M

[String Master](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

378.

104023B

[Recruitment](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

379.

104023F

[Mooncake Delivery](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

380.

104023K

[IWanna Maker](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

381.

104023D

[Sternhalma](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

382.

104023I

[Dragon Bloodline](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

383.

104023J

[Eat, Sleep, Repeat](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

384.

104023C

[Grass](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

385.

104023G

[Grade 2](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

386.

104023A

[Dunai](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

387.

104023E

[Python Will be Faster than C++](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-07 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

388.

104077K

[Streets](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

389.

104077H

[Power of Two](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

390.

104077A

[Bridge](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

391.

104077D

[Contests](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

392.

104077G

[Perfect Word](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

393.

104077L

[Tree](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

394.

104077E

[Find Maximum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

395.

104077B

[Cells Coloring](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

396.

104077F

[Hotel](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

397.

104077C

[Clone Ranran](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

398.

104077J

[Strange Sum](#) · [Tutorial](#)

Rating: — · first AC: 2023-02-01 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

399.

103495D

[Pattern Lock](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

400.

103495G

[Five Phases](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

401.

103495K

[Longest Continuous 1](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

402.

103495J

[Anti-merge](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

403.

103495C

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

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

404.

103495I

[Fake Walsh Transform](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

405.

103495A

[Spring Couplets](#) · [Tutorial](#)

Rating: — · first AC: 2022-05-13 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

406.

103260A

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

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

407.

103260G

[Remove the Prime](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

408.

103260M

[Discrete Logarithm is a Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

409.

103260J

[Increasing or Decreasing](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-11 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

410.

103409J

[Suffix Automaton](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

411.

103409H

[Popcount Words](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

412.

103409F

[Illuminations II](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++20 (GCC 11-64) (first AC) · Tags: —
[huangzirui's solution](#)

413.

103409B

[A Plus B Problem](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

414.

103409E

[Buy and Delete](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

415.

103409D

[Assumption is All You Need](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

416.

103409G

[Occupy the Cities](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

417.

103409K

[Tax](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

418.

103409I

[PTSD](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

419.

103409A

[A Hero Named Magnus](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-09 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

420.

102028B

[Ultraman vs. Aodzilla and Bodzilla](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

421.

102028F

[Honeycomb](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

422.

102028D

[Keiichi Tsuchiya the Drift King](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

423.

102028E

[Resistors in Parallel](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

424.

102028J

[Carpets Removal](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

425.

102028I

[Distance](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

426.

102028A

[Xu Xiake in Henan Province](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-05 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

427.

103470D

[Paimon Sorting](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

428.

103470E

[Paimon Segment Tree](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

429.

103470J

[Xingqiu's Joke](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

430.

103470H

[Crystalfly](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

431.

103470A

[Oops, It's Yesterday Twice More](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

432.

103470C

[Klee in Solitary Confinement](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

433.

103470M

[Windblume Festival](#) · [Tutorial](#)

Rating: — · first AC: 2022-03-03 · C++17 (GCC 9-64) (first AC) · Tags: —
[huangzirui's solution](#)

434.

101173L

[Lost Logic](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

435.

101173B

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

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

436.

101173A

[Appearance Analysis](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-28 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

437.

102433F

[Carny Magician](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

438.

102433I

[Error Correction](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

439.

102433B

[Perfect Flush](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

440.

102433L

[Carry Cam Failure](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

441.

102433A

[Radio Prize](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

442.

102433C

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

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

443.

102433E

[Rainbow Strings](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

444.

102433M

[Maze Connect](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

445.

102433D

[Dividing By Two](#) · [Tutorial](#)

Rating: — · first AC: 2021-08-27 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)

446.

103119L

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

Rating: — · first AC: 2021-08-25 · C++14 (GCC 6-32) (first AC) · Tags: —
[huangzirui's solution](#)